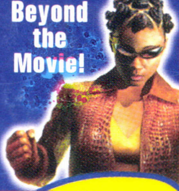
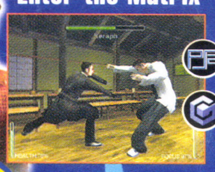

Beyond the Movie!


Enter the Matrix

Our Preseason Report!

EA SPORTS MADDEN NFL 2004

PC Power! HALF-LIFE 2

Read by OVER 3 Million Gamers Each Month!

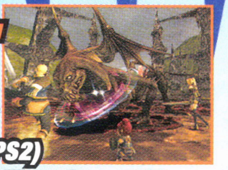
GAMEPRO®

Issue 179
gamepro.com
$5.99 US $7.50 CAN
Subscriber

World's Largest Independent Multiplatform

PlayStation 2 • Xbox • GameCube • PlayStation • Game Boy Advance • PC • Online Games • Arcade

An IDG Communications Publication


120+ GAMES INSIDE!

- Final Fantasy XI (PS2)
- Call of Duty (PC) • EverQuest II (PC)
- Legacy of Kain: Defiance (PS2, Xbox)
- Metal Gear Solid 3: Snake Eater (PS2)
- Syphon Filter: The Omega Strain (PS2)
- Castlevania: Lament of Innocence (PS2)
- NCAA Football 2004 (PS2, Xbox, GameCube)

E³ SHOWSTOPPERS!
Top 20 Games of the Show!

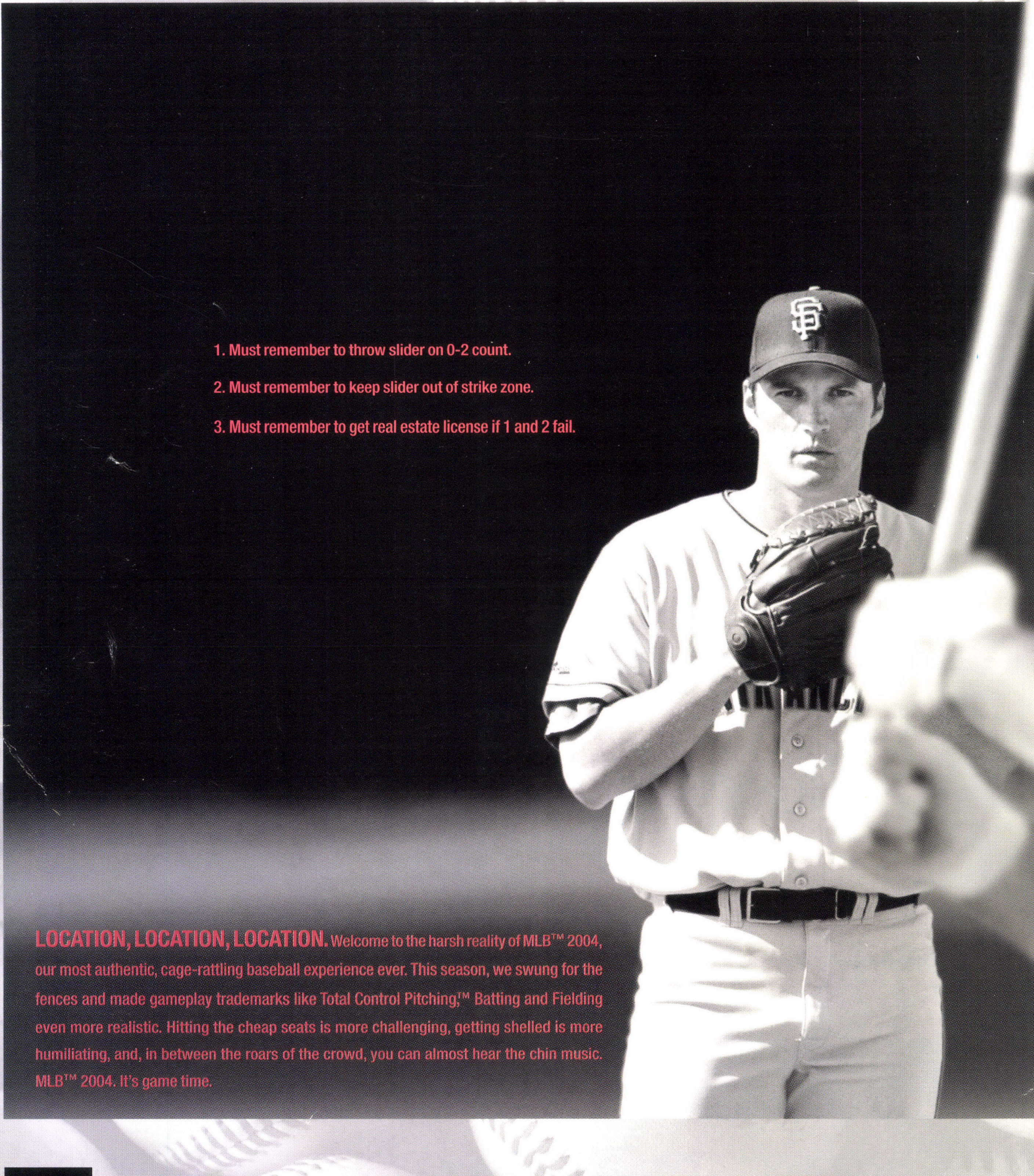
Exclusive!

DRAGON BALL Z: BUDOKAI 2

ProStrategy Guide! Conquer...

WARIOWORLD

[redacted]



1. Must remember to throw slider on 0-2 count.

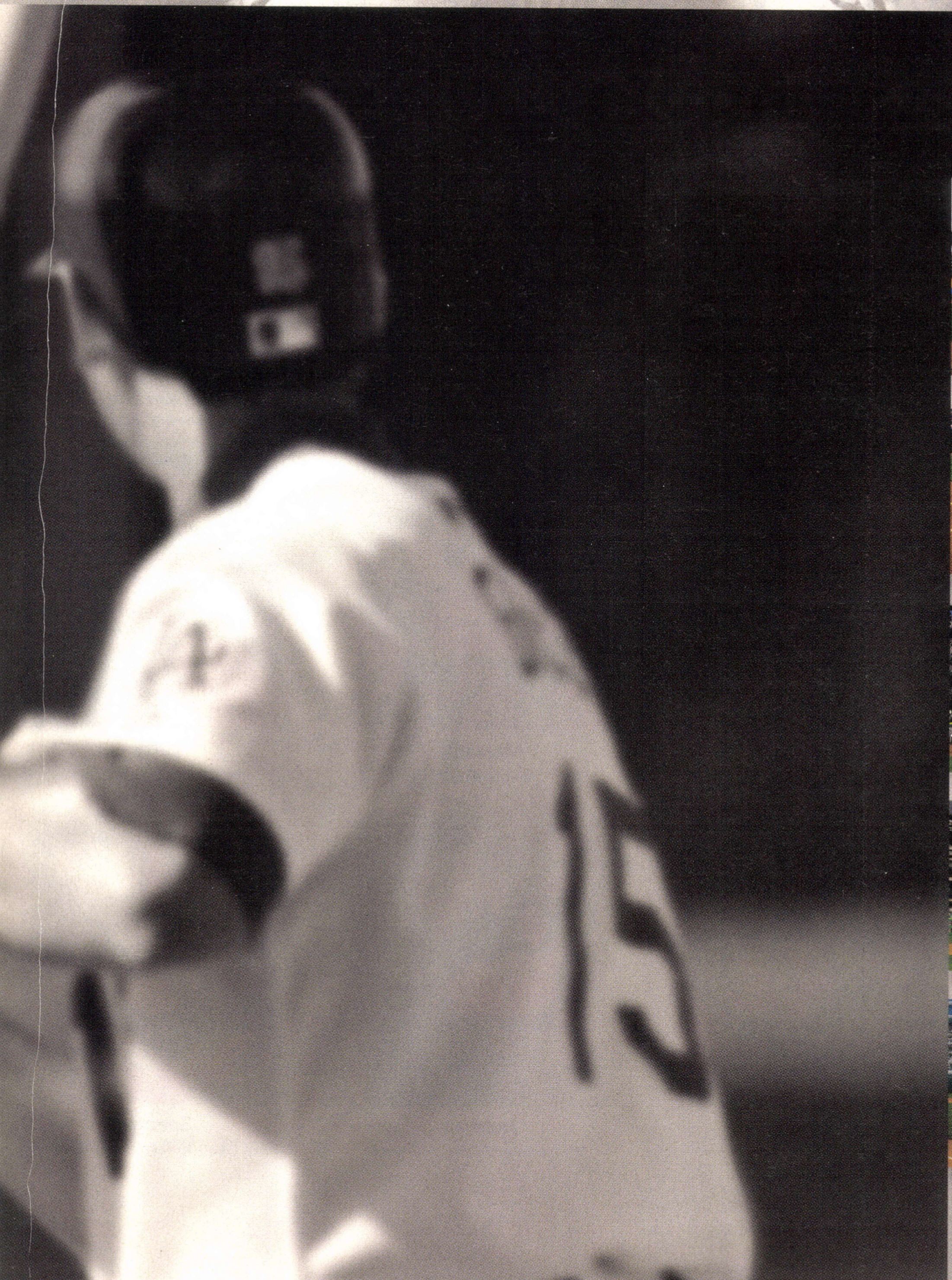
2. Must remember to keep slider out of strike zone.

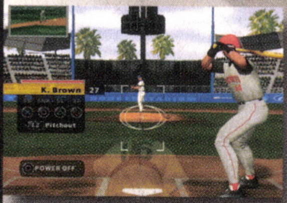
3. Must remember to get real estate license if 1 and 2 fail.

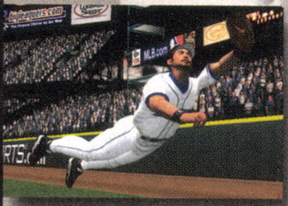
LOCATION, LOCATION, LOCATION. Welcome to the harsh reality of MLB™ 2004, our most authentic, cage-rattling baseball experience ever. This season, we swung for the fences and made gameplay trademarks like Total Control Pitching,™ Batting and Fielding even more realistic. Hitting the cheap seats is more challenging, getting shelled is more humiliating, and, in between the roars of the crowd, you can almost hear the chin music. MLB™ 2004. It's game time.

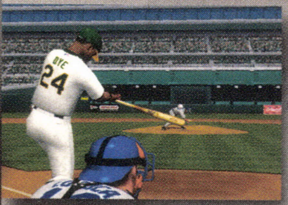
PlayStation®2

MLB 2004



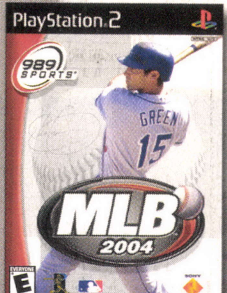

K. Brown
Pitchout
POWER OFF





EVERYONE
E
CONTENT RATED BY
ESRB

989 SPORTS


PlayStation.2
989 SPORTS
GREEN
15
MLB
2004

www.989SPORTS.com

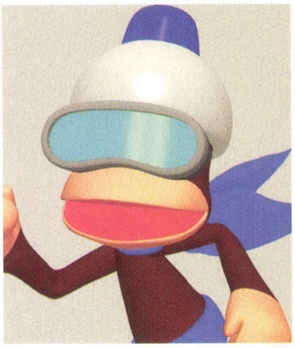
Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at MLB.com. ©MLBPA, Official Licensee - Major League Baseball Players Association. Visit the Players Choice on the Web at www.bigleaguers.com. 989 Sports and the 989 Sports logo are registered trademarks of Sony Computer Entertainment America Inc. ©2003 Sony Computer Entertainment America Inc.

A New Class of Monkey

Pink Monkey
Most Likely to Be a Pop Star

El Toro
Most Likely to Grab the Bull by the Horns

Harley Q. Win
Most Likely to Annoy the King


Billy
Most Likely to Get a Speeding Ticket

Monko Polo
Most Likely to Find a Legendary Banana

Natalie
Most Likely to Lose Her Wits

Marshall
Most Likely to Punch the Ref

Larry
Most Likely to Step in Monkey Poo

Mr. White
Most Likely to Be an Evil Scientist

Balboa
Most Likely to Live in a Meat Locker

Norman
Most Likely to Drive a Humvee

Specter
Most Likely to Take Over the World

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

©2003 Sony Computer Entertainment Inc. Ape Escape is a trademark of Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries. All rights reserved.

Catching Madness

Leo

Most Likely to Catch a Fever

Stephenson

Most Likely to Walk the Plank

Jimmy

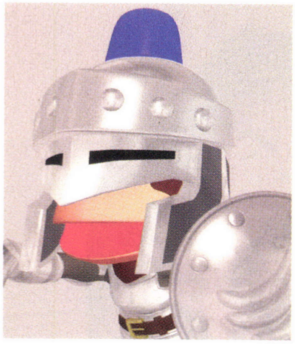
Most Likely to Save the World

George

Most Likely to Be Inquis

Buzz

Most Likely to Be Lost in Space



Arthur

Most Likely to Get Pierced

Parka

Most Likely to Chill

Punto

Most Likely to Sink the Go

Cleo

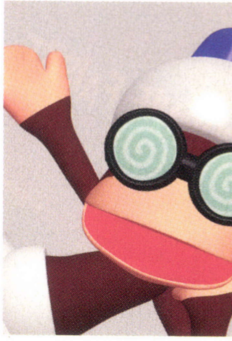
Most Likely to Walk Like an Egyptian

Yellow Monkey

Most Likely to Be a Pro Wrestler

Libby

Most Likely to Swim to Ellis Island



Spud

Most Likely to Be a Hypn

APE ESCAPE™ 2

300 monkeys. They're smarter. They're zanier.
And they're trying to take over the world.

PlayStation®2

Ubi Soft®
ENTERTAINMENT
www.ubi.com

FREESTYLE METAL X
PlayStation 2
XBOX
NINTENDO GAMECUBE
RONNIE FAISST
BE SICK ALL OVER.
METALX.MIDWAY.COM
104'10ft

VAILABLE JUNE 2003

DE IT HARD, FAST, AND WHEREVER HE HELL YOU WANT, WITH ALL THE NTENSITY AND INSANITY OF THE OST HARDCORE FREESTYLE OTOCROSS PROS. HUGE OPEN NVIRONMENTS. UNLIMITED SICK TUNTS. INSTANT GRATIFICATION. ORD.

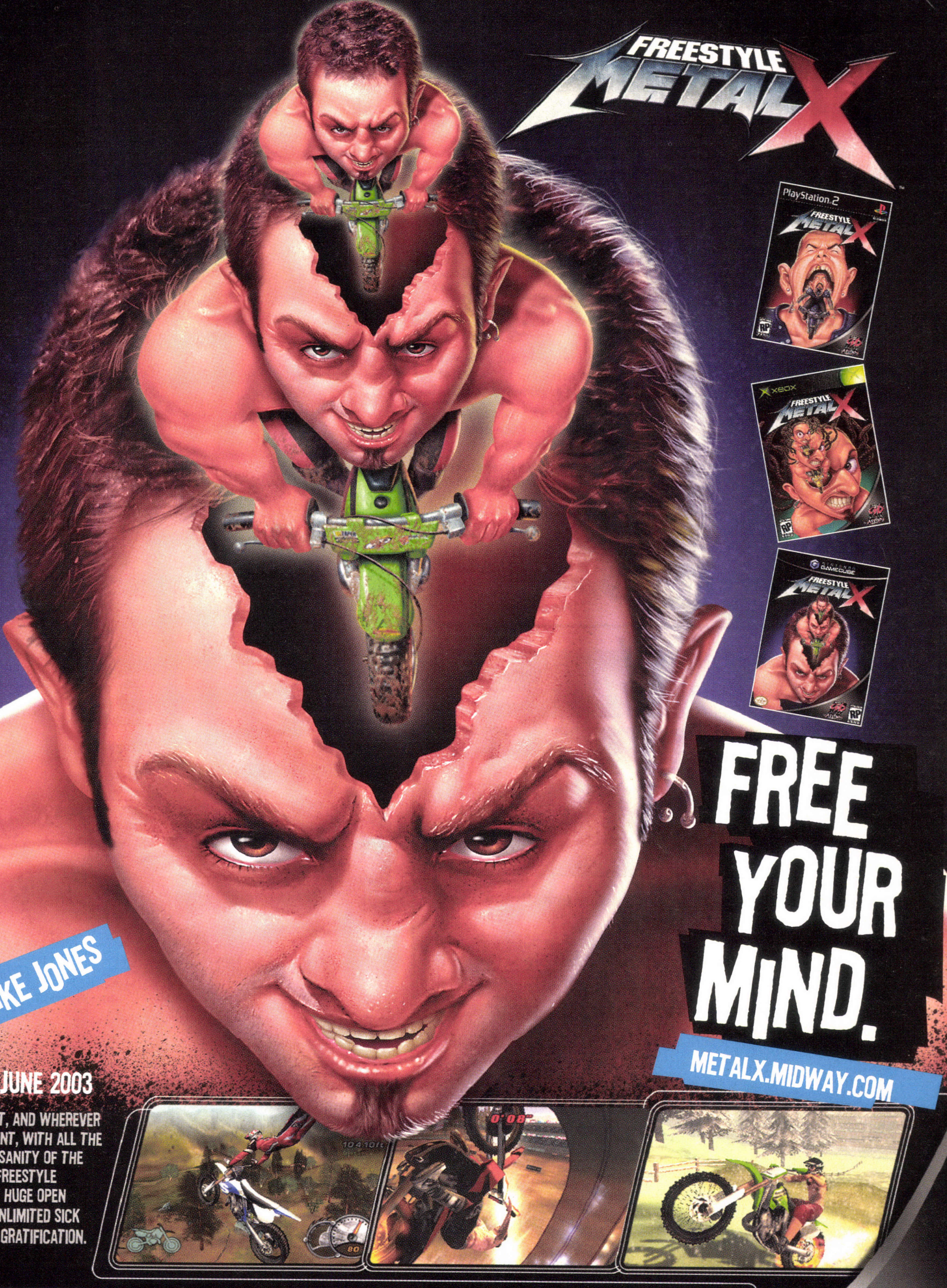
ATING PENDING
RP
ONTENT RATED BY
ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation 2 · NINTENDO GAMECUBE · XBOX

MIDWAY SPORTS Asylum

USED BY PERMISSION. FREESTYLE METAL X IS A TRADEMARK OF MIDWAY HOME ENTERTAINMENT INC. TM, ® AND THE NINTENDO GAMECUBE ARE TRADEMARKS OF NINTENDO. "PLAYSTATION" AND THE "PS" FAMILY LOGO ARE REGISTERED TRADEMARKS AND DUALSHOCK IS A REGISTERED TRADEMARK OF SONY COMPUTER ENTERTAINMENT INC. MICROSOFT, XBOX, AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE U.S. AND/OR OTHER COUNTRIES AND ARE USED UNDER LICENSE FROM MICROSOFT. SCREEN SHOTS DISPLAYED ARE FROM THE XBOX™ VIDEO GAME SYSTEM.


FREESTYLE METAL X
PlayStation 2
FREESTYLE METAL X
XBOX
FREESTYLE METAL X
NINTENDO GAMECUBE
FREESTYLE METAL X
FREE YOUR MIND.
"MAD" MIKE JONES
METALX.MIDWAY.COM

AVAILABLE JUNE 2003

RIDE IT HARD, FAST, AND WHEREVER THE HELL YOU WANT, WITH ALL THE INTENSITY AND INSANITY OF THE MOST HARDCORE FREESTYLE MOTOCROSS PROS. HUGE OPEN ENVIRONMENTS. UNLIMITED SICK STUNTS. INSTANT GRATIFICATION. WORD.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation 2

NINTENDO GAMECUBE

XBOX

MIDWAY SPORTS Asylum

FREESTYLE METAL X © 2002 MIDWAY HOME ENTERTAINMENT INC. ALL RIGHTS RESERVED. MIDWAY, MIDWAY SPORTS, MIDWAY SPORTS ASYLUM AND THE MIDWAY LOGOS ARE REGISTERED TRADEMARKS OF MIDWAY AMUSEMENT GAMES, LLC. USED BY PERMISSION. FREESTYLE METAL X IS A TRADEMARK OF MIDWAY HOME ENTERTAINMENT INC. TM, ® AND THE NINTENDO GAMECUBE ARE TRADEMARKS OF NINTENDO. "PLAYSTATION" AND THE "PS" FAMILY LOGO ARE REGISTERED TRADEMARKS AND DUALSHOCK IS A REGISTERED TRADEMARK OF SONY COMPUTER ENTERTAINMENT INC. MICROSOFT, XBOX, AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE U.S. AND/OR OTHER COUNTRIES AND ARE USED UNDER LICENSE FROM MICROSOFT. SCREEN SHOTS DISPLAYED ARE FROM THE XBOX™ VIDEO GAME SYSTEM.

GamePro Editors Action Figures!

Now available:
Major Mike
GAMEPRO
MAJOR MIKE

- Highly detailed, articulated action figures with authentic accessories and display base!
- Each figure over 7" tall!
- Limited quantities, extremely rare collectibles! (only 2500 numbered units)
- Part of the GamePro Presents Action Figures and Vehicles toy line on sale nationwide!

Still available:
Dr. Zombie
Dan Elektro
Next:
Miss
Spell

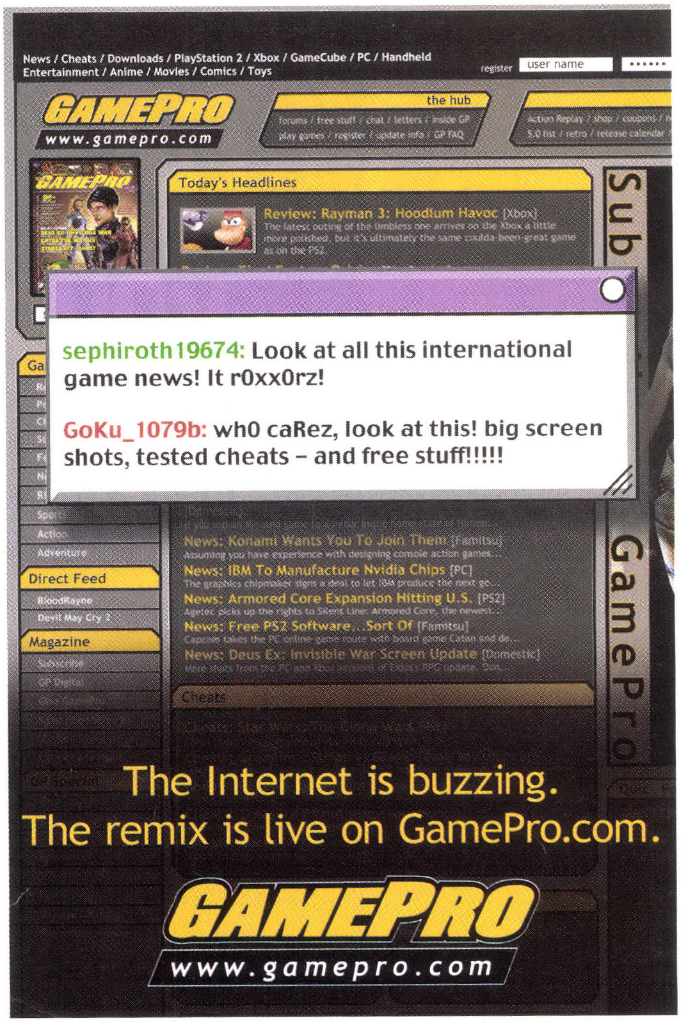
Online exclusive:
3D Viewer!
ROTATE
ZOOM
Click-Drag figure to move.
RESET
GAMEPRO PRESENTS
SEGA

- Visit www.gamepro.com/joyride for exclusive sneak peeks at upcoming JoyRide toy releases!
- Take virtual 3D tours of every new product–it's the next best thing to owning it!
- Sign up for toy sweepstakes and vote on which game characters you'd like to see made into future collectibles!

For product info and online orders, log on to

www.gamepro.com/joyride

Visit often!
Frequent updates!



sephiroth19674: Look at all this international game news! It r0xx0rz!

GoKu_1079b: wh0 caRez, look at this! big screen shots, tested cheats – and free stuff!!!!!

The Internet is buzzing.
The remix is live on GamePro.com.

GAMEPRO

News / Cheats / Downloads / PlayStation 2 / Xbox / GameCube / PC / Handheld
Entertainment / Anime / Movies / Comics / Toys
register
user name
GAMEPRO
www.gamepro.com
the hub
forums / free stuff / chat / letters / inside GP
play games / register / update info / GP FAQ
Action Replay / shop / coupons
5.0 list / retro / release calendar
Today's Headlines
Review: Rayman 3: Hoodlum Havoc [Xbox]
News: Konami Wants You To Join Them [Famitsu]
News: IBM To Manufacture Nvidia Chips [PC]
News: Armored Core Expansion Hitting U.S. [PS2]
News: Free PS2 Software...Sort Of [Famitsu]
News: Deus Ex: Invisible War Screen Update [Domestic]
Cheats
Direct Feed
BloodRayne
Devil May Cry 2
Magazine
Subscribe
Sports
Action
Adventure
Sub
GamePro

GAMEPRO®

WORLD'S LARGEST INDEPENDENT MULTIPLATFORM GAMING MAGAZINE
www.gamepro.com

Publisher	**John F. Rousseau**
Director of Editorial and Creative Services	**Francis Mao**
Editor-in-Chief	**Wes Nihei**
Assistant Managing Editor	**Jennifer DeGraff**
Senior Editors	**Mike Weigand**
	Paul Curthoys
	Dan Amrich
Senior Associate Editor	**Lindsay Young**
Associate Editor	**Jay Turner**
Assistant Editor	**Frank Parisi**
Copy Editors	**Jessica Dryden-Cook**
	Pete Babb
Editorial Interns	**Joe McNeilly**
	Simon Robertson
	Tim Ng
Senior Designer	**Katrin Auch**
Designer	**Kathy Praisner**
Design Interns	**Gabriel Graziani**
	Marria Grace Kee
Staff Photographer	**Michele Thomas**
Production Director	**Shelly Reimer**
Production Manager	**Michele Thomas**
Production and Advertising Coordinator	**Ryan Meith**
Senior Editor, GamePro.com	**Wataru Maruyama**
Associate Editor	**Sean Molloy**
International News Editor	**Kevin Gifford**
Director of Online Product Development	**Craig Eastman**
Web Developers	**Julie Ramirez**
	Jason Klingstedt
Online Production Interns	**Dominic Nguyen**
	Sui Mak

IDG
ENTERTAINMENT

President and CEO	**John F. Rousseau**
Director of Administration/ Human Resources Specialist	**Kristin A. Shackelford**
Executive Assistant to the President	**M. Blanca Rocha**
Senior Vice President	**Francis Mao**
Vice President	**Wes Nihei**
Vice President/Controller	**Jeff Spitzer**
Senior Accountant	**Susan Bell**
Manufacturing Director	**Herb Linden**
Circulation Director	**Deborah N. Winders**
Senior Manager of Circulation Operations	**Natale Russo**
Circulation Promotions Manager	**Stephanie Taylor**
Newsstand Associate	**Alex Guzman**
Circulation Coordinator	**Annalisa G. Williams**
National Advertising Sales Director	**Greg Fox**
Marketing Manager	**Sherry Pedrin**
Marketing Associate	**David McCaman**
Marketing Intern	**Georgia Seto**
Information Systems Manager	**Chris Sipe**
PC Support Specialist	**Eng Lim**
Founder, GamePro *magazine*	**Patrick J. Ferrell**

Entire contents copyright 2003 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs, and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO®, DVDPRO®, and NETPRO® names and logos are Registered Trademarks of International Data Group, Inc. Nintendo, Nintendo 64, Game Boy, Game Boy Color, Game Boy Advance, GameCube, and the 3D "N" logo are Trademarks of Nintendo of America, Inc. Sega, Dreamcast, and the Dreamcast logo are either Registered Trademarks or Trademarks of Sega Enterprises, Ltd. PlayStation, PlayStation 2, PS one, and the PlayStation logo are Registered Trademarks of Sony Computer Entertainment Inc. The Xbox name and logo are either Trademarks or Registered Trademarks of Microsoft Corporation. All other trademarks are the property of their respective owners. All products and the characters contained therein are owned by the respective trademark and copyright owners. *GamePro* does not claim any copyright in the screen shots herein. Copyright in all screen shots contained within this publication are owned by their respective companies. All materials listed in this guide are subject to change and the publisher assumes no responsibility for such changes. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 37579, Boone, IA 50037-0579, or call: 510/768-2767.

Member of the Audit Bureau of Circulations
Audit Bureau of Circulations

Microsoft
TAXI
DICE
DICE

Microsoft, the Microsoft Game Studios logo, Midtown Madness 3, Xbox, Xbox Live, and the Xbox logos are trademarks or registered trademarks of the Microsoft Corporation in the United States and/or other countries. The MINI Trademarks are owned by BMW AG and are used under license. MUSTANG 2+2 FASTBACK is a trademark used under license from Ford Motor Company. All other trademarks are the property of their respective owners. © 2003 Microsoft Corporation. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. © 2003 Digital Illusions, CE AB.

TAKE OUT THE COMPETITION. And a mailbox. And three fire hydrants. And a mime. And a pedestrian mall. And anything else that gets in your way. Because with Midtown Madness 3™ you set the course. If grass seems faster, by all means drive on grass. If the sidewalk's to your liking, you definitely have the right of way. Race through Washington, DC, and Paris and leave your impression on both. Wanna take the mayhem to another level? Then go online with Xbox *Live*,® face off against other like-minded opponents and talk all the trash your pretty little head can think up. Just remember, there's no right way to get there, as long as you get there first.

MIDTOWN MADNESS 3

EVERYONE
E
CONTENT RATED BY
ESRB
Violence

dice

Official Licensed Product
Ford Motor Company

www.xbox.com/midtownmadness3

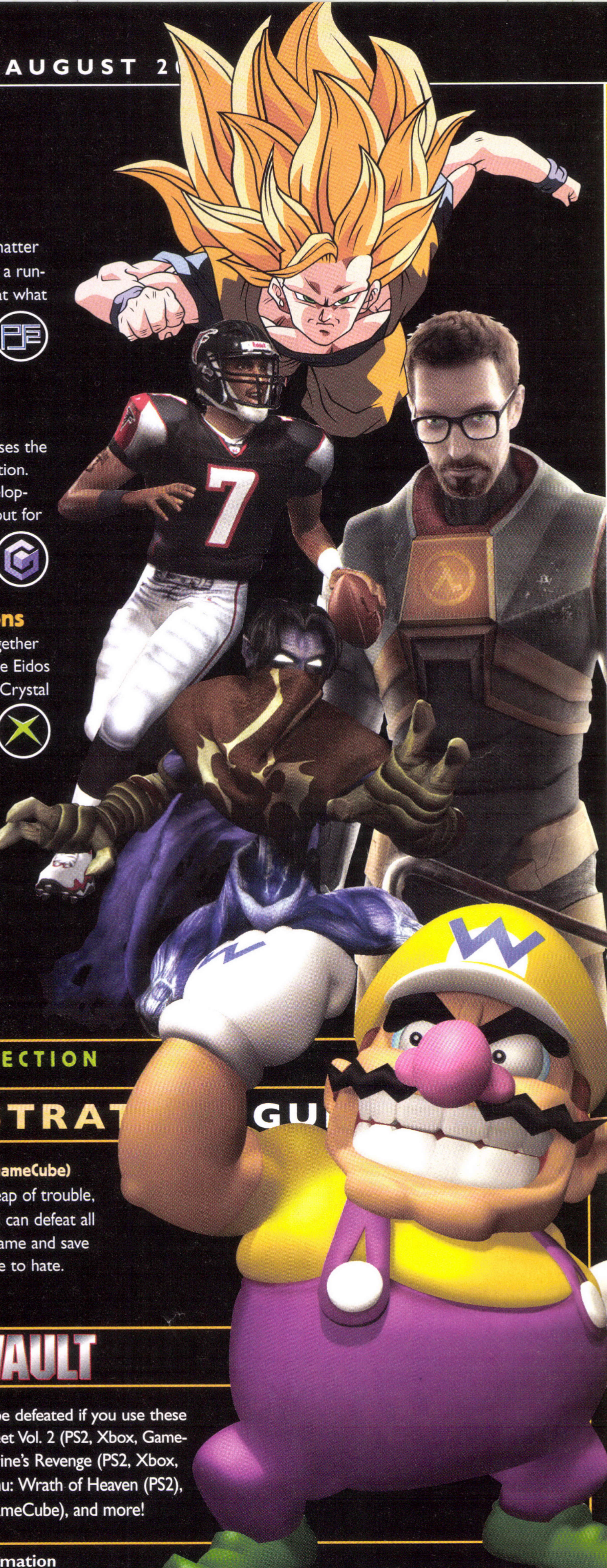
Microsoft
game studios

ONLY ON XBOX

XBOX

XBOX LIVE ONLINE ENABLED

ONTENTS AUGUST 2



EATURES

28 Budokai 2: lectric Buu-galoo

nime, manga, video game…no matter
hat the medium, Dragon Ball Z is a run-
way hit! Here's an exclusive look at what
tari and Dimps have in store for
ragon Ball Z: Budokai 2.

32 Power Plays

ach year, Madden NFL football raises the
ar on itself as well as the competition.
A Sports and its EA Tiburon develop-
ent studios have their work cut out for
hem in 2004.

34 Defying Expectations

egacy of Kain: Defiance brings together
wo of the darkest characters in the Eidos
neup: Raziel and Kain. Developer Crystal
ynamics is forging
ew paths in the land
f the undead.

38 E³ Showstoppers

he Electronic Entertainment
xpo "exposed" a ton of great
ew games. Here are *GamePro*'s
icks for the best (and not-so-
est) of E³ 2003.

PROSTRATEGY SECTION

PROSTRAT GU

100 **Wario World** (GameCube)
Wario stirs up a heap of trouble, but here's how you can defeat all the bosses in the game and save the guy gamers love to hate.

CODE VAULT

104 You should never be defeated if you use these codes for NBA Street Vol. 2 (PS2, Xbox, GameCube), X2: Wolverine's Revenge (PS2, Xbox, GameCube), Tenchu: Wrath of Heaven (PS2), Resident Evil 2 (GameCube), and more!

Cover art courtesy of FUNimation

Game Finder

Advance Wars 2: Black Hole Rising 50
Aggressive Inline .104
Ape Escape 2 76
Armed & Dangerous 64
Arx Fatalis 98

Battlecruiser Generations 59
Beyond Good & Evil 63 (64D)
Billy Hatcher and the Giant Egg 44
Boktai: The Sun Is in Your Hand 40, 53
Breed 58
Buffy the Vampire Slayer: Chaos Bleeds . . .69

Call of Duty 40
Castlevania: Lament of Innocence 43
Commandos 3: Destination Berlin 59
Counter-Strike 40
Crash Nitro Kart 68
Crouching Tiger, Hidden Dragon 68

DDRMAX2 Dance Dance Revolution 62
Dead to Rights (PS2) 107
Dead to Rights (GameCube) 109
Deus Ex: Invisible War 41
Dino Crisis 3 64
Disgaea: Hour of Darkness 98
Donkey Kong Country 50
Dragon Ball Z: Budokai 2 28
Drakengard 66

Enter the Matrix (PS2) 74
Enter the Matrix (Xbox) 80
Enter the Matrix (GameCube) 84
Enter the Matrix (PC) 56
ESPN NBA Basketball 91
ESPN NHL Hockey 94
EverQuest II 40

Fallout: Brotherhood of Steel 97
Final Fantasy XI .96
Final Fantasy Tactics Advance 55
Full Throttle: Hell on Wheels 61
Futurama 69
F-Zero GX 43

Geist 66
Godzilla: Destroy All Monsters Melee 106
Gradius V 62
Gran Turismo 4 .64
Group S Challenge 63 (64D)
Guilty Gear X: Advance Edition 107

.hack Part 3: Outbreak 97
Half-Life 2 39
Halo 2 39
The Hobbit .63 (64D)
Hulk (PS2) 78
Hulk (Xbox) 83
Hulk (GameCube) 84

K-1 World Grand Prix 78
Karaoke Revolution 44
Kirby's Air Ride .67

Legacy of Kain: Defiance 34
Lowrider 69

Madden NFL 2004 32
Mario Golf: Toadstool Tour 95
Mario Kart: Double Dash!! 44
Mario Party 5 66
Mega Man Zero 2 52
Metal Gear Solid 3: Snake Eater 39
Midnight Club II (PS2) 105
Midnight Club II (Xbox) 83

NASCAR Thunder 2004 92
NBA Live 2004 90
NBA Street Vol. 2 (PS2) 104
NBA Street Vol. 2 (Xbox) 104
NBA Street Vol. 2 (GameCube) 105
NCAA Football 2004 88
Need for Speed Underground 46
NFL Fever 2004 .92
NFL GameDay 2004 95
NHL 2004 94
NHL Rivals 2004 95
Ninja Gaiden 42

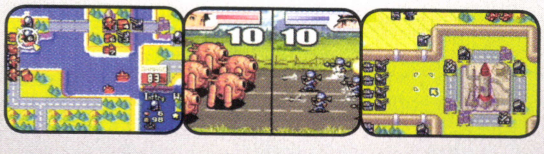
Pikmin 2 67
Pokémon Pinball .52
Price of Persia 42

Resident Evil 2 .106
Return to Castle Wolfenstein:
Operation Resurrection 76
Rise of Nations .56

Scooby Doo: Night of 100 Frights 109
Silent Line: Armored Core 78
The Simpsons Hit & Run 69
The Sims 109
Soldier of Fortune II: Double Helix 82

CONTINUED ▶

Roll out the heavy artillery.



EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence

Mobilize your ground force over all-new terrain, mount a massive aerial assault against new enemies and coordinate a campaign designed to shock your enemy. You are the commanding officer. Let the relentless bombardment begin.

ADVANCE WARS 2
BLACK HOLE RISING

© 1990-2003 Nintendo. © 2001-2003 INTELLIGENT SYSTEMS. TM & ® are trademarks of Nintendo. © 2003 Nintendo. Game and Game Boy Advance SP sold separately. www.advancewars.com

CONTENTS AUGUST 2003

SNEAK PREVIEWS & PROREVIEWS

60 Sneak Previews

Syphon Filter: The Omega Strain (PS2), Tony Hawk's Underground (PS2, Xbox, GameCube), Full Throttle: Hell on Wheels (PS2, Xbox), Sphinx and the Shadow of Set (PS2, GameCube), Pikmin 2 (GameCube), and more!

74 PlayStation 2 **ProReviews**

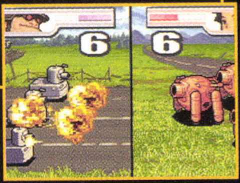
80 Xbox **ProReviews**

84 GameCube **ProReviews**

ENTER THE MATRIX

GAME BOY ADVANCES

50 It's finally time to play Advance Wars 2: Black Hole Rising, Donkey Kong Country, and Sonic Pinball Party. Afterward, take a peek at Super Mario Bros. 3, Mega Man Zero 2, and more—all for the GBA.


Advance Wars 2! Page 50

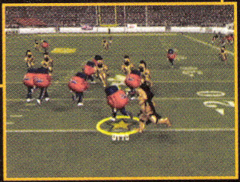
PC GAMEPRO

56 Conquer worlds both real and virtual with Rise of Nations and Enter the Matrix. Then cast your gaze to the future with Star Wars Galaxies: An Empire Divided, Breed, Commandos 3, and more.

Rise of Nations! Page 56

SPORTS PAGES

88 NCAA Football 2004—rah, rah, rah! Then spice up the preseason with NBA Live 2004, ESPN NBA Basketball, NASCAR Thunder 2004, NFL Fever 2004, and more.


NCAA Football 2004! Page 88

ROLE-PLAYER'S REALM

96 Let your fantasies come to life with Final Fantasy XI (PS2), X-Men Legends (PS2, Xbox, GameCube), .hack Part 3: Outbreak (PS2), True Fantasy Live Online (Xbox), and more.

Final Fantasy XI! Page 96

DEPARTMENTS

14 Editor's Letter

The Name Game

14 HEAD2HEAD

First-person views

16 ART ATTACK!

Vision and imagination meet envelopes.

18 BUYERS BEWARE

The Afterburner is burning.

20 PRONews

Sony goes after the GBA.

72 PlaySmart

Which video games are intended for a mature audience?

89 Reader's Survey

Tell us what you think, and you might win a *GamePro* T-shirt!

Game Finder (continued)

Sonic Battle .53
Sonic Heroes .41
Sonic Pinball Party .50
Speed Kings .82
Sphinx and the Shadow of Set .65
Spyro: Attack of the Rhynocs .53
Star Wars Galaxies: An Empire Divided .58
Steel Battalion: Line of Contact .63 (64D)
The Suffering .68
Super Mario Advance 3: Yoshi's Island .107
Super Mario Bros. 3: Super Mario Advance 4 .52
Sword of Mana .55
Syphon Filter: The Omega Strain .60
Teenage Mutant Ninja Turtles (PS2, Xbox, GameCube) .62
Teenage Mutant Ninja Turtles (GBA) .53
Tenchu: Wrath of Heaven .105
Thief 3 .42
Tony Hawk's Underground .61
Toxic Grind .107
Trinity .59
True Crime: Streets of L.A. .68
True Fantasy Live Online .98
Ultimate Muscle: Legends vs. New Generation .84
Viewtiful Joe .46
Wario World .100
Whiplash .42
WWE Crush Hour (PS2) .109
WWE Crush Hour (GameCube) .109
X2: Wolverine's Revenge (PS2) .105
X2: Wolverine's Revenge (Xbox) .104
X2: Wolverine's Revenge (GameCube) .106
X-Men Legends .96
Yu-Gi-Oh! Worldwide Edition .108

What's On GAMEPRO

www.gamepro.com

Games

Go to GamePro.com for reviews and previews of *all* the hottest games for the PlayStation 2, Xbox, GameCube, PC, and more. Enter contests to win awesome prizes, find the latest cheats, print out strategies, and chat with a different GamePro everyday.

This Month

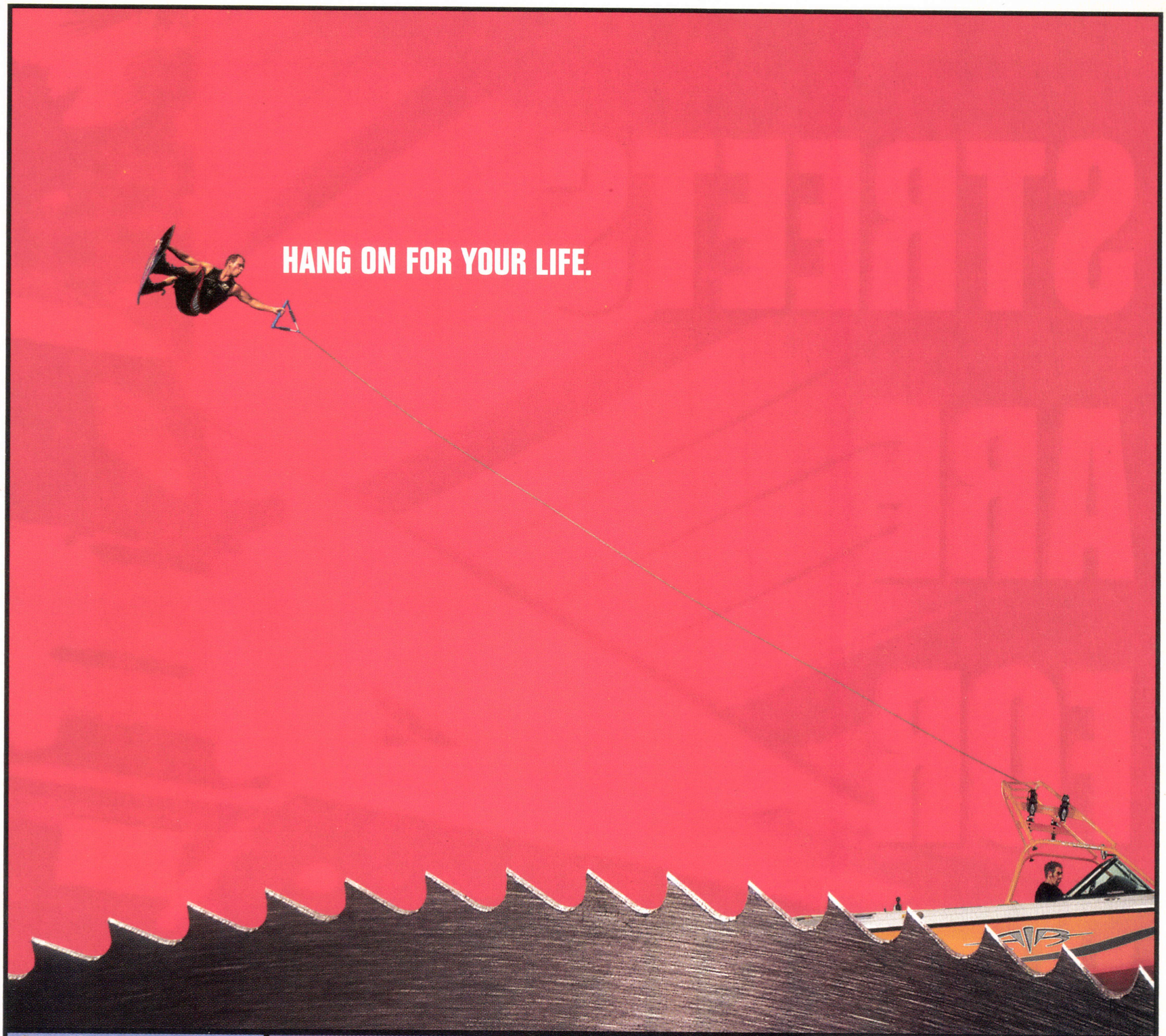
- **Silent Hill 3 (PS2)**
- **Soul Calibur II (Xbox)**
- **F-Zero GX (GameCube)**
- **Harvest Moon: Friends of Mineral Town (GBA)**

Entertainment

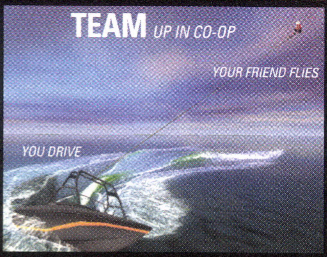
Check out the entertainment channel for reviews of newly released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

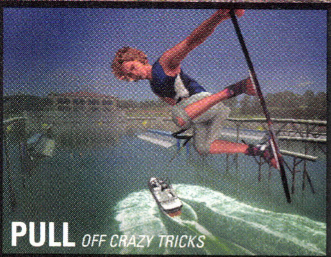
This Month

- **Movies—*The League of Extraordinary Gentlemen***
- **Anime—*FLCL***
- **Movies—*Pirates of the Caribbean***


HANG ON FOR YOUR LIFE.

HOLD ON TIGHT





WAKEBOARDING UNLEASHED™ FEATURING SHAUN MURRAY

Water moves. Screenshots don't. For the real experience, check out www.wakeboardingunleashed.com

EVERYONE E CONTENT RATED BY ESRB Comic Mischief

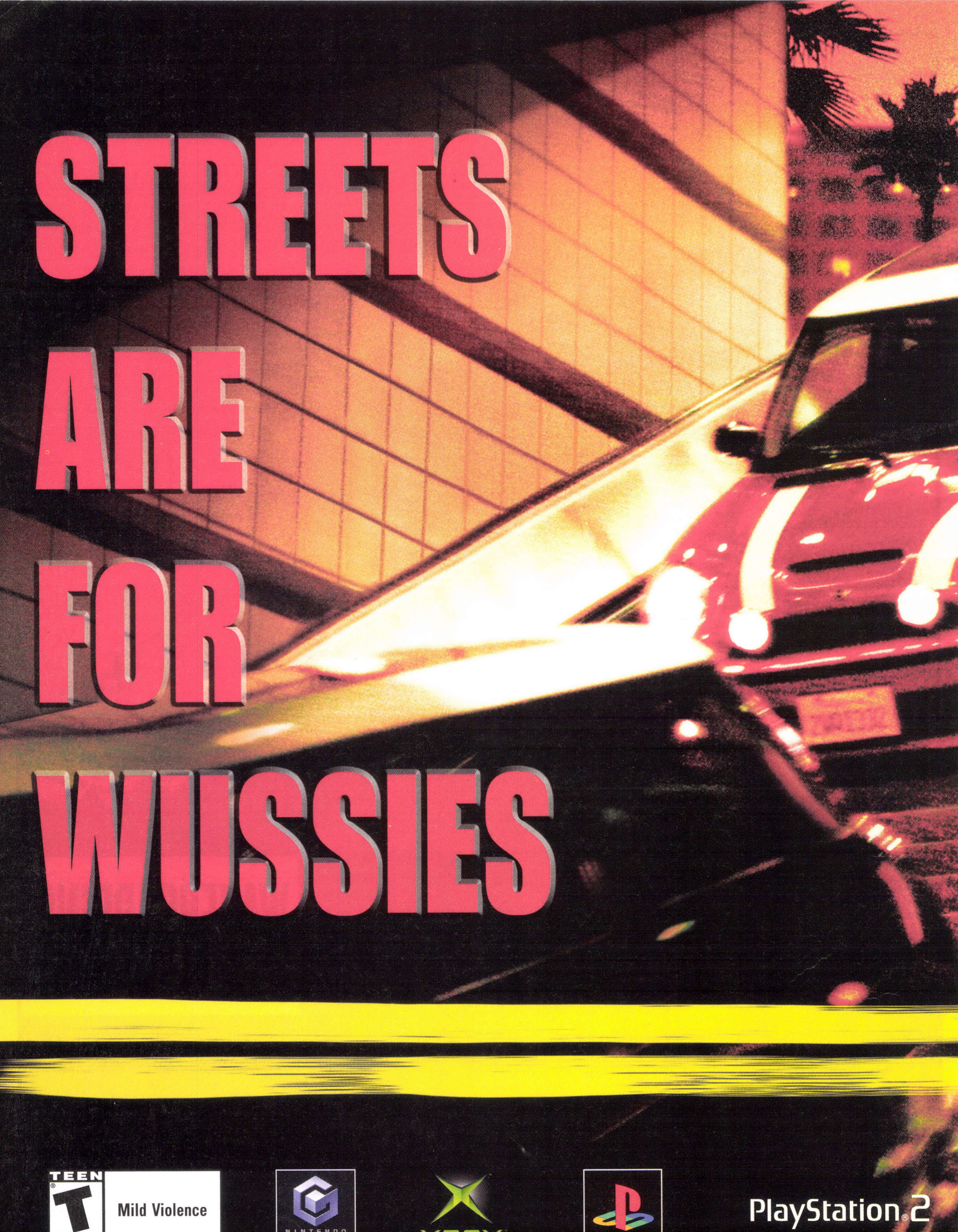
PlayStation 2

XBOX

shaba GAMES

ACTIVISION O2 SPORTS REVOLUTION
ACTIVISION02.COM

© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Sports Revolution and Wakeboarding Unleashed are trademarks of Activision, Inc. and its affiliates. All rights reserved. Shaun Murray is a trademark of Shaun Murray. Developed by Shaba Games, LLC. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All rights reserved. Licensed for play on the PlayStation®2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

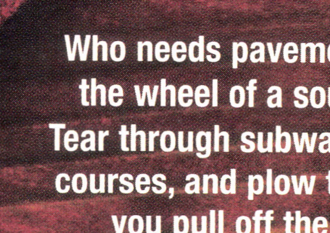

STREETS
ARE
FOR
WUSSIES
TEEN
T
CONTENT RATED BY ESRB
Mild Violence
NINTENDO GAMECUBE
XBOX
PlayStation 2

® & © 2003 Paramount Pictures. All rights reserved. Climax and the Climax logo are trademarks of Climax Group. Eidos Interactive and the Eidos Interactive logo are registered
are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and Nintendo

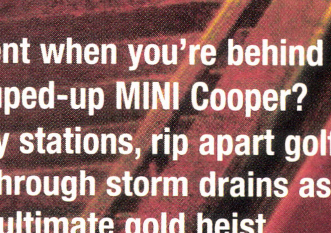
Who needs pavement when you're behind the wheel of a souped-up MINI Cooper? Tear through subway stations, rip apart golf courses, and plow through storm drains as you pull off the ultimate gold heist.

THE ITALIAN JOB®

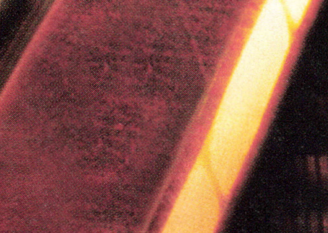
A high-octane arcade racer based on the 2003 blockbuster movie.



Race through L.A. driving 10 different vehicles.



Master 4 modes from death-defying stunt driving to multiplayer madness.



Bonus features including movie footage, concept art, and more!

CLIMAX Paramount EIDOS INTERACTIVE ItalianJobGame.com

IN STORES NOW!

trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox log
GameCube logo are trademarks of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserve

LOADING... HEAD2HEAD

EDITOR'S LETTER

The Name Game

It's shaping up to be a great year for gamers but a tough year for the consumer economy—so one of the stories out of the E^3 show this year was that game publishers are playing it safe by pushing products with name value.

And nothing sells better than a well-known brand name. Such titles as Halo 2, Half-Life 2, Doom 3, Metal Gear Solid 3: Snake Eater, Final Fantasy XI, and Soul Calibur II are music to the ears of legions of fans—even though they have yet to see life beyond a developer's workstation screen.

However, on the down side, some games that were excellent-looking and demonstrated innovative gameplay at E^3 are already getting the major ho-hum in game mags, websites, and on the streets before they even reach store shelves because they are "just sequels." Cases in point include Madden NFL 2004, Tony Hawk's Underground, Resident Evil 4, Sonic Heroes, Jak II, Ninja Gaiden, Pikmin 2, Prince of Persia, and even (horrors!) Gran Turismo 4.

And consider the major head-scratching going on about relative unknowns like Call of Duty, Viewtiful Joe, Billy Hatcher and the Giant Egg, Geist, Full Spectrum Warrior, and Karaoke Revolution. You may not have heard much about them yet… but you will.

Fortunately for you, the *GamePro* crew has been lucky enough to experience every one of these titles, and you can read about some of the hits and misses today in the E^3 Showstoppers Special Feature.

What's in a name? Not nearly as much as what's in the game.

The GamePros
Oakland, CA
letters@gamepro.com

Loading...

Head2Head 14
Buyers Beware 18
ProNews 20
GamePro Labs 24
Static 24
Hidden Characters 24

But...What About Second-Person?

Could you please define the terms "first-person" and "third-person?" It would help me a lot to know what I'm reading about. Thank you!

▶ Mira Nelle–Via Internet

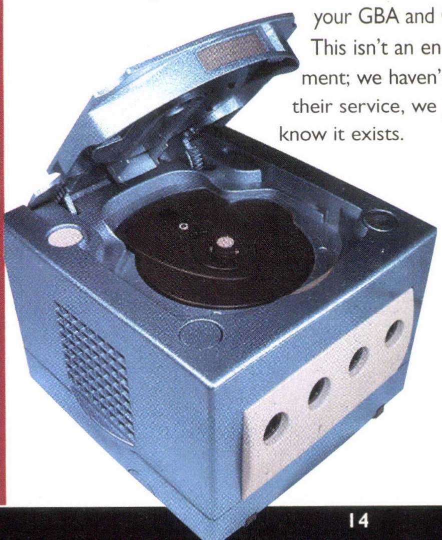
Sure, Mira—game reviews and previews can be pretty confusing if you're unfamiliar with those terms. For a long time, most games were third-person—the character you control in the game is visible to you, usually in a sort of chase-camera view trailing over the character's shoulder. You see "yourself" on the screen, making you both a spectator and a party to the action. Almost every modern character-based game—Super Mario Sunshine, Tomb Raider, Crash Bandicoot, BloodRayne, Grand Theft Auto: Vice City, The Legend of Zelda: The Wind Waker—is considered a third-person game. A first-person game is one where you see what the player in the world sees—you view the game's world through your character's eyes as though you were really there. Shooter games like Quake, Unreal Tournament, and The House of the Dead are all considered first-person games. Several flying and racing games offer both first- and third-person views; if you can see your entire car on the screen, you're in third-person mode, and if you can see the dashboard, that's a first-person view.

Paint It the Truth

Hey, can I get my GameCube's color changed without buying a new GameCube? My GameCube is Indigo, but I want it Platinum. If you can change its color, where can you get it changed?

▶ Mike Gallant–Detroit, MI

As a matter of fact, you can—if you're willing to live a few weeks without your console. ColorConsoles.com offers 12 different metallic finishes for your GameCube, Game Boy Advance, PlayStation 2, or Xbox; they'll completely repaint your machine and seal the finish. The process takes two weeks and costs $25–$50, depending on what kind of system you're having colored. If you want more of a do-it-yourself solution, the site also has info on "skins" (read: nice stickers) to change the look of your GBA and GBA SP. This isn't an endorsement; we haven't tried their service, we just know it exists.



grand theft Logo?

I just got back from a trip to Las Vegas, and in the casino I noticed something. The letters on the slot machine with "The Price Is Right" as the little theme had the same type of letters as Grand Theft Auto. I mean exact. So who copied who? Or is it just a style of writing? If it is, please tell me.

▶ TaiMaiShuus67–Via Internet

Actually, nobody copied anybody—that typestyle is a free computer font that anybody can download and use as they see fit. The font's real name is Pricedown, and it was created by Ray Larabie, who happens to be the art director for Rockstar's Toronto studio (he created all the cars and level art for GTA London, too). Ray in turn informs us that Pricedown is based on a font from the 1960s called Pinto Stripe—similar but not the same. In any case, you can download the Windows or Macintosh version of Pricedown for free from larabiefonts.com (if you like it, you can send Ray a donation for his hard work, too). In addition to GTA and your slot machine, you'll also find Pricedown in use on the cover of Datel's FreeLoader accessory for the GameCube. You can find a lot of other cool game logo fonts at dafont.com; some of them are official, and some are just very good home-made clones. Look under Famous in the menu, and you'll find a Video Games category.

International House Of Silver Platters

I'm wondering why games from other countries don't work in American systems. I know that other countries have different plugs and everything, but the companies should make it so that you can play foreign games without an emulator. What's up with that?

▶ MijitDragun–Burbank, CA

Two words, Mijit: money and control. Every country is its own market for business, so by selling regional copies, the game companies can make sure that (A) the product is tailored to that specific market (what sells in Japan won't necessarily sell in America, and vice versa) and (B) they're in the financial loop directly in each country instead of letting an importer jack up the price and make all the profit. Plus, you run into licensing issues—different people own the rights to make Speed Racer stuff in Japan and America, for example, so different deals need to be created for Speed Racer video games in different territories. DVD movies are created in a similar fashion; the regional lockout lets the studios control what gets released where and when. Short answer: It's a business thing.

Savage by nature.
Chaos Legion
PlayStation 2
TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

Play as young knight, Seig Warheit, who must face off against an old friend in this gothic action adventure. To fight, summon and command seven different warrior legions each with their own signature weaponry. Chaos Legion…a graphic masterpiece and savage gothic opera played out over 13 levels of real time, cut-throat action!

"If you loved Devil May Cry,
you'll love Chaos Legion!" – *PSM*

CAPCOM
capcom.com

© SUNSOFT, © CAPCOM CO., LTD. 2003 © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. CHAOS LEGION is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. The ratings icon is a registered trademark of the Interactive Digital Software Association.

GAME BOY ADVANCE

Be Nice to Mother Earthbound

I'm a big Earthbound fan. I used to play the SNES version all day, every day. Then I heard it was coming to the N64. I waited and waited, but it never came out. Why?

▶ Morgan Turcus–East Windsor, NJ

It was a case of "too late, why wait." The U.S. SNES game Earthbound, which came out in 1995, was actually a renamed version of the Japanese game Mother 2. The original Mother came out in Japan in 1989 but never hit American shores. Nintendo and the game's writer, Japanese author Shigesato Itoi, began development on Mother 3 shortly after the N64 was released, and it was supposed to be a 64 DD disk drive–based game. Then it went to just being a cartridge game. Then, in 2000, it went away altogether. After three years of various delays, Itoi posted on his website that it just wasn't worth continuing as an N64 game anymore. The good news is that Nintendo has announced GBA versions of Mother 1, 2, and the mythical 3 (the first two are already out in Japan). With complete versions of SNES Earthbound fetching over $100 on eBay, that's very good news for gamers.

Fire Yourselves, Hire Me

I have been a loyal reader of *GamePro* magazine now for several years and have noticed that some of your readers are not pleased with some of the responses your crew gives away. You may wonder how I know. Well, it is pretty obvious because every month when the new issue of your great magazine comes out, there are people who are always complaining that your editors are always kidding around and making fun of some of the readers who are trying to say something or make a point. The only way to fix that problem would be to fire them. I believe by doing that it would increase sales of your magazine. You're forcing readers to read other magazines because not all magazine readers like being disrespected or made fun of. It would be nice if the chief editor took that under consideration. If you agree to do what I recommended, I'd appreciate if you would hire me as one of your new staff members at *GamePro*. I am really good at video games and know what gamers want to play–and I'd also make sure that none of "our" readers get disrespected. I would listen to what they have to say. This is our (the readers') magazine because without people like us, you people would go out of business. If you want fast results and happier gamers, write back to me.

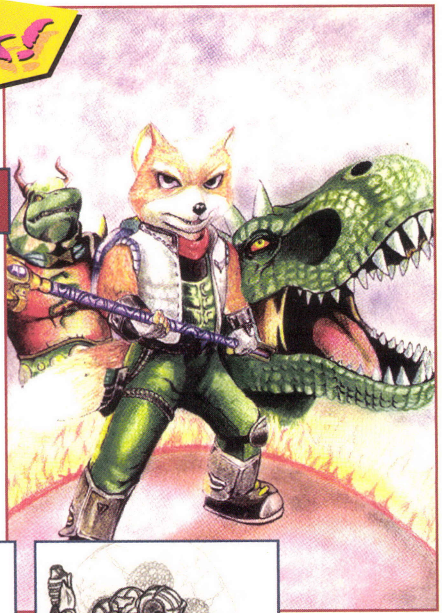
▶ Victor Valladares–Huntington Beach, CA

Actually, Victor, Head2Head used to be fairly sarcastic, but about a year and a half ago, based on reader feedback, we knocked it off and started giving people straight answers. The response has been very positive as we've had lots of readers write in to thank us for, well, listening to what they were trying to say and understanding the points they were trying to make. Far from driving people away, the responses have been affirmations of renewed loyalty. (Then there's another group of fans who say they miss the sarcasm and *want* to be made fun of, so you can never please everybody.) The only things we tease the readers about now are unusual names—we never make fun of their questions. Nobody should be mocked for seeking out reliable information—and in *GamePro*, nobody will be.

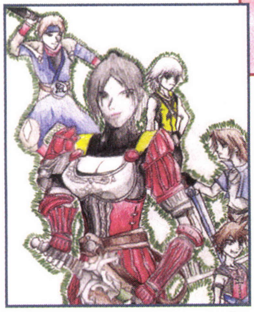
For more letters, go to GamePro.com!

ART ATTACKS!

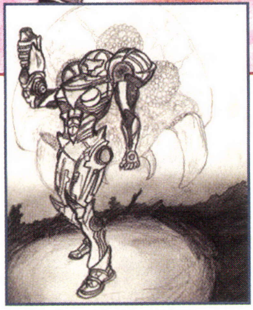
Pick of the Month!



M. Russell–Lufkin, TX



K. Isobe–Laguna Niguel, CA



C. Taylor–Garland, TX

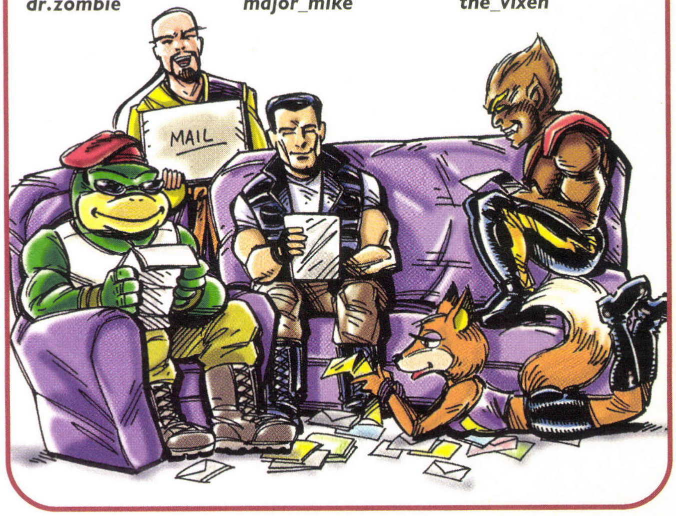
Send Us Your Art!
GamePro magazine
Art Attack
P. O. Box 22210
Oakland, CA 94623-2210

Winners Receive a Free *GamePro* T-shirt!

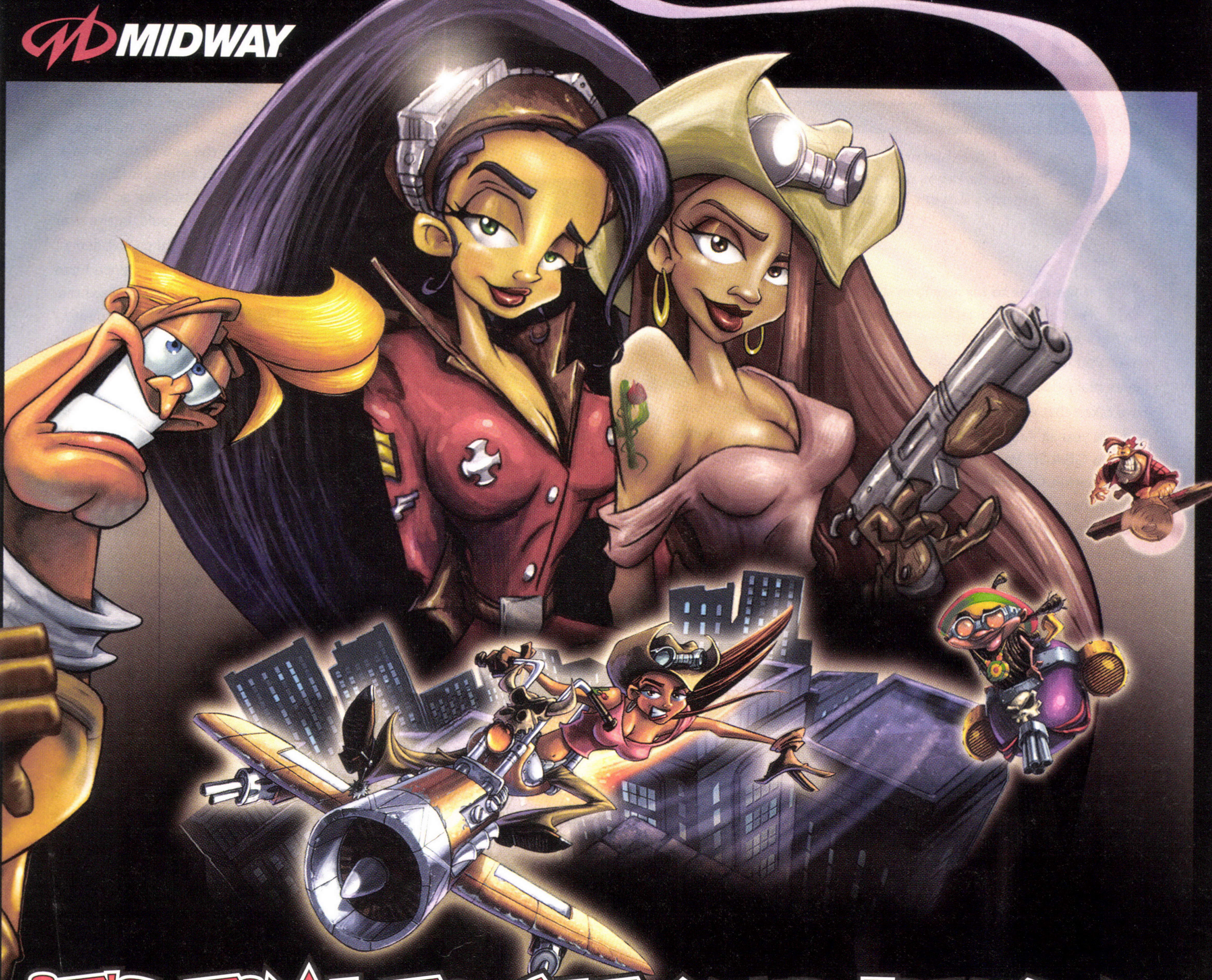
All art becomes the property of ***GamePro* magazine.** Sorry, we cannot return artwork. We will accept color photocopies or digital scans. Send to artattack@gamepro.com.

Got a strange urge to communicate with the *GamePro* editors? E-mail them at **"editor's name"@gamepro.com**!

air_hendrix
brobuzz
danelektro
dpad_destroyer
dr.zombie
dunjin_master
fennecfox
four-eyed_dragon
jen_x
major_mike
miss_spell
pongsifu
star_dingo
tokyo_drifter
the_vixen



MIDWAY



IT'S TIME TO GET YOUR FREAK ON

Explore, dogfight and race with some of the most freaky characters you have ever played with, in the first-and-only, fully-open, interactive, 3-D, racing videogame.

- *13 alluring characters and dozens more hidden*
- *12 massive and enticing tracks*
- *Enthralling race and dog fight modes*
- *Unique and mesmerizing mini games*
- *Amazing head-to-head multiplayer action*

FREAKY FLYERS

Coming July 2003
Log onto www.freakyflyers.com

PlayStation 2

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

Freaky Flyers ©2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Freaky Flyers is a trademark of Midway Home Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

BUYERS BEWARE

BY THE WATCH DOG

The Portablemonopoly.net debacle rages on in this month's Buyers Beware!

Unit
Intel
Save
Options
End
GAME BOY

Q It has come to my attention that *GamePro* defended Portablemonopoly.net in the April edition of the magazine. I just wanted to let you know that you guys made a bad call. James really does deserve bad publicity, and you should have taken that opportunity to give it to him. I placed an order with him last year in August, way before there was any breath of a rumor about a GBA SP. Imagine my dismay when Nintendo announced an official backlit GBA, which eventually came out, before I even received my Afterburner one! I *still* haven't received my GBA from Portablemonopoly.net, over eight months after I placed my order. I have e-mailed them about 10 times and have *never* received a single response. Is this the kind of business that *GamePro* wants to support? I think your subscribers should know to stay far, far away from Portablemonopoly.net so they don't end up like me. There are plenty of other reputable places to get an AB-GBA. I finally gave up on Portablemonopoly.net and ordered a pre-modded one from ABHQ.com and received it six *days* later. I sincerely hope you let your readers know what a bad business Portablemonopoly.net has become. I'll be reading faithfully to see any further developments! Thanks very much for your time.

ALLISON M. HALL—VIA INTERNET

A The reason Portablemonopoly.net was recommended in the Afterburner installation article that ran on GamePro.com was that is was one of the more reputable companies within the mod community at the time. When we first heard complaints about Afterburner installations, we contacted James and asked for his side of the story, where he basically said that he received more orders than he could handle. Based on his reputation until that point, we had no reason to refute him and ran his response in the April issue of *GamePro*. After the story ran, however, we received letters from readers who felt they had been ripped off by James and were angry that we offered his side of the story.

In his most recent update, James states on his website: "With the incredibly high demand for a frontlight GBA, Portablemonopoly.net was forced to implement a waiting list with a backorder of two or more months before the Afterburner installation was completed. With the sudden announcement of the GBA SP, we didn't finish all the orders, so I owe quite a bit of money back to customers. All of the money owed will be refunded.

"As Portablemonopoly.net customers know, PayPal was responsible for the processing of credit card orders done on this website. Last summer and fall, some customers, unaware of the backorder, filed complaints with PayPal against Portablemonopoly.net after being informed of the lengthy backorder. In late October, PayPal froze all the money in the account without warning or explanation. I immediately e-mailed PayPal, and they sent me a list of complaints and requested proof that the situation had been rectified. All of the complaints were several months old, and the customers had received their GBAs or refunds long ago, so I immediately e-mailed PayPal a list of tracking numbers showing proof of shipment or refund through PayPal themselves. They responded that it would take at least 30 days to review the information. Not wanting to alarm customers with the news, I opened a second PayPal account and continued business as usual, feeling sure that PayPal would refund the money soon so I could purchase GBAs and Afterburners needed to continue operations.

"Over the course of the next 30 days, several customers e-mailed me asking where their merchandise was, and I did the best I could stalling for more time. Many of them still filed complaints, so at the end of the 30 days, PayPal had a whole new list of complaints. Some of the complaints were already resolved, so I sent tracking numbers for those that I could, but several were open complaints. I told PayPal to just deduct from the money for those complaints since I had no access to the account and couldn't refund the money anymore, but PayPal ignored my requests and did not unfreeze the account.

"I have consulted with an attorney, and a lawsuit is pending, but without that huge sum of money, it will be difficult to send refunds in a timely manner since I will have to find a way to get the money elsewhere. In the meantime, I will do my best to pay refunds out of my own pocket.

"Anyone who has not received an order number yet will receive one in the near future. The order number will be used to keep track of who has received their refund. Any merchandise still here that PayPal has not refunded money for will be shipped to the buyer this month."

When we decided to follow up the April article, we contracted Adam Curtis, the president of Triton Labs (creators of the Afterburner kit), who had a very interesting angle on the situation. According to Adam: "A large number of James' customers have been without their GBA units for up to nine months with no word from James on their orders. Many of these disgruntled customers have filed multiple complaints against James with the federal government and the local police, among other various entities. We have received reports from many of those customers that one or more of those agencies is in the process of taking action in the matter. We very much regret not taking further action in warning our customers against Portablemonopoly.net. We had considered no longer supplying James with kits, but that prospect seemed like a nonstarter as his customers would be certain never to receive their orders.

"It is our hope that every afflicted Portablemonopoly.net customer will at least receive their money and/or GBA units back. If we can get a list of those who were defrauded in this mess we will also be sending out complimentary Afterburner kits as partial consolation. While we are not responsible for James' actions, we do realize the damage he has done to the Afterburner name, and we hope to do what we can to repair that, even at our expense.

"In response to James' comments in a previous issue of *GamePro*: It is true that James had to wait two weeks for Afterburner units back in May of 2002. We were utterly swamped with orders at that point and had to prioritize those customers who had preordered units on our website. Obviously, this two-week delay cannot, however, justify the situation.

"Additionally, I stand by my statement that an installation takes 15 minutes in the context of installing 10 or more units at once. In the case that James was unable to perform installations that quickly, he needed to make adjustments in how many orders he was taking on at once. That he allowed his orders to accrue unchecked for months while falling further behind every day is ultimately what led to today's situation."

SUBMISSIONS

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

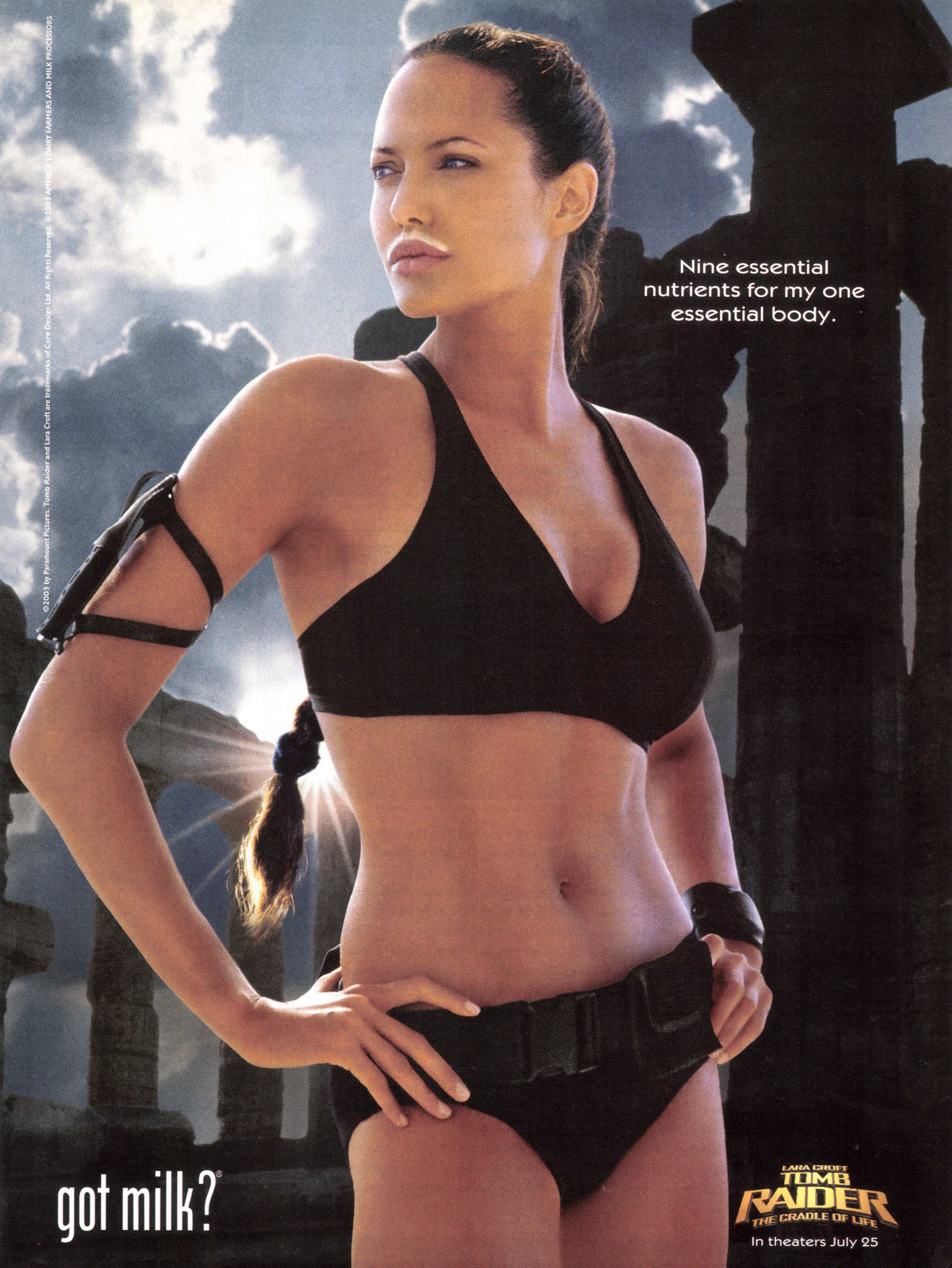
GamePro's Buyers Beware
P.O. Box 22210
Oakland, CA 94623-2210

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, or Microsoft? Here are the customer service numbers to call:

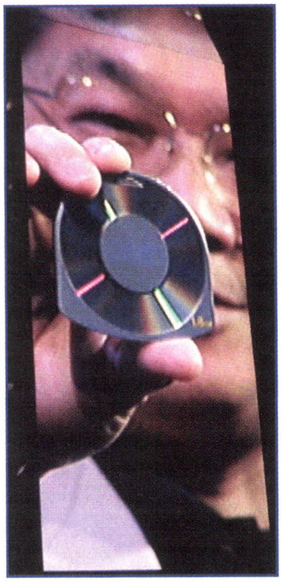
Sony: 800/345-7669
Nintendo: 800/255-3700
Microsoft: 800/469-9269


Nine essential
nutrients for my one
essential body.
got milk?®
LARA CROFT
TOMB
RAIDER
THE CRADLE OF LIFE
In theaters July 25

©2003 by Paramount Pictures. Tomb Raider and Lara Croft are trademarks of Core Design Ltd. All Rights Reserved. ©2003 AMERICA'S DAIRY FARMERS AND MILK PROCESSORS

SONY ANNOUNCES PLAYSTATION PORTABLE

Widescreen, backlit PSP handheld to debut in 2004


Kutaragi shows the PSP's UMD.

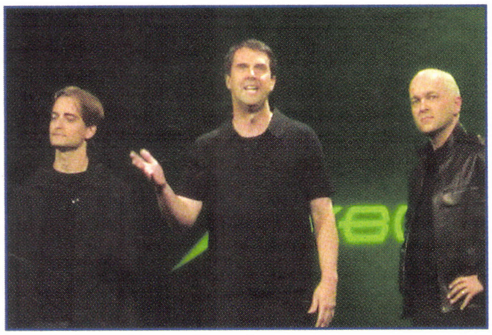
At Sony's pre-E^3 press conference on May 13, the company shocked the industry with the announcement of a new handheld system to challenge the Game Boy Advance. The new unit, called the PSP (PlayStation Portable), will be released in 2004 in honor of the 10th anniversary of the original PlayStation. Ken Kutaragi, president and CEO of Sony Computer Entertainment, Inc., made the announcement himself and dubbed it "The Walkman of the 21st Century."

Commonly referred to as "the father of the PlayStation," Kutaragi said, "There's a new member of the family, and it's not the PlayStation 3. The baby is still in the incubator, but as the father, I can look in the window and see his face, and he is very cute."

Featuring a widescreen (16:9) backlit 4.5-inch LCD screen with a resolution of 480 x 272 pixels, the PSP will support 3D polygon graphics, 3D curved surfaces, and the MPEG-4 video codec. The machine will use a new disc format called Universal Media Disc (UMD), a prototype of which was shown by Kutaragi during the presentation. The optical, cartridge-encased disc will be 60 millimeters—half the physical size of a DVD but capable of holding 1.8 GB of data, three times the storage capacity of a CD-ROM.

The entire unit will be built on a single-chip solution, so one processor will control the graphics, sound, and input/output. It will feature built-in stereo speakers, a stereo headphone jack, and a rechargeable Lithium-ion battery. The PSP will also support USB 2.0 for connecting with other PSPs as well as PCs and the PlayStation 2.

BATTLE OF THE E^3 PRESS CONFERENCES


Fries, Bach, and Allard at Microsoft event

Sony's PSP was the talk of the preshow press conferences, but it was far from the only story before E^3 officially got underway.

On the evening of May 12, 2003, Microsoft Xbox division leaders Robbie Bach, J Allard, and Ed Fries presented a sneak peek at Microsoft's plans and software for the next year while following up on some of the company's promises from last year's press conference.

Bach spoke about "the digital entertainment lifestyle," but the focus remained on games throughout the presentation, including a blistering montage of Doom 3 footage (thereby confirming its Xbox release). Other games included Star Wars: Republic Commando, a shooter that takes place in the prequel timeline; True Fantasy Live Online, an exclusive, massively multiplayer role-playing game that has been in development for two years; and Grabbed by the Ghoulies, an original funny/scary/cartoony 3D action game from Rare that revisits one of the studio's first releases.

The star of the presentation, however, was the first public showing of Halo 2. In the multiple-minute segment, Master Chief and Cortana were thrust into combat with Covenant ground forces on a future Earth. Master Chief used a sniper rifle, grenades, a mounted turret, and two machine guns (one in each hand) to dispatch new and old Covenant enemies while other soldiers fought around him. Later, Chief jumped into the gunnery position of a Warthog and, in a move that elicited cheers from the crowd, leapt on top of and subsequently hijacked a moving Ghost. The game was controlled live on stage via a Controller S by a Bungie developer. Xbox Live support was confirmed but not displayed. Fries also said that there are 100 Xbox Live games in development, including Live support for every first-party game from Microsoft Studios.

Allard announced a new Xbox Live interface, dubbed LiveNow, which centralizes things like friends lists and log-in procedures on one main screen. The service will also extend to support LiveWeb, which lets Live players check Live's system stats and events from their PC. Additionally, LiveAlerts will contact players with more personalized updates (such as tournament standings) via PCs, Pocket PCs, cell phones, and other web-enabled devices. All that connectivity will support XSN, the Xbox Sports Network, a structured league and tournament system that gives gamers the ability to create their own events and leagues with friends, then track their stats on custom web pages, which are updated every 15 minutes. XSN will launch with NFL Fever 2004, but all of Microsoft's first-party sports games will support the system.

Bach closed the conference stating that "there is the opportunity for explosive growth" in gaming, and Xbox plans to lead the way. "We're not waiting for the next hardware cycle...we're not waiting for anything because we don't have to. Xbox is creating the future now."

CONTINUED ▶

Small Price Cuts for the PlayStation 2, Xbox

Sony's pre-E^3 press conference offered no mention of a PS2 price cut—but one took place just hours later. Sony very quietly dropped the price of the existing PS2 package to $179. The lower price applies only to the older PS2 models and is aimed at clearing out existing inventories to make way for the new $199 hardware package, which was due to hit shelves in June. In short order, Microsoft dropped the price of the Xbox to $179 to stay competitive. While Sony's price change is temporary and inventory-motivated, the Xbox will remain at $179, giving it a $20 edge at retail. Not to be outdone, Nintendo will package the Game Boy Player with new GameCubes at the existing $150 price point; watch for that bundle a little later this summer.

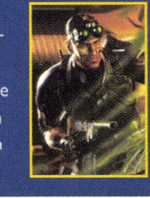
Sega, Sammy Give Up

The *Nihon Keizai Shimbun* newspaper reported that Sega and slot-machine manufacturer Sammy have decided to give up on their merger negotiations after failing to come to an agreement on the details. According to the report, the two companies ran into irreconcilable disagreements over the value of each other's assets, making a merger impossible within a reasonable time frame. A Sammy representative said as recently as May 1 that the asset-appraisal process was going smoothly on both sides and that an agreement was imminent. Although it is through with Sammy, Sega will reportedly continue to entertain the merger offer from game publisher Namco.

A few weeks after the Sammy deal fell through, Sega announced that Hideki Sato and Tetsu Kayama, the company's president and chief operating officer respectively, were vacating their executive positions. Sato will be replaced by Hisao Oguchi, currently head of Sega software studio Hitmaker; both Sato and Kayama will retain their positions on Sega's board of directors. The move was seen as taking responsibility for the failed merger.

New Splinter Cell Announced

Sam Fisher's coming back in Splinter Cell: Pandora Tomorrow, a new entry in the Tom Clancy stealth franchise. Ubi Soft offered very little detail outside of confirming that the game is in development for a first quarter 2004 release and that it will incorporate an online multiplayer mode in addition to the main single-player story.



MONDAY EVENING - JULY 05, 2003

	7:00	7:30	8:00	8:30	9:00	9:30	10:00	10:30	11:00	
2	Kirby™: Nightmare in Dream Land ★★★★		GT Advance 3: Pro Concept Racing		Crash Bandicoot® 2 N-Tranced		Yoshi's Island™: Super Mario® Advance 3 ★★★★			2
5	The Incredible Hulk™	Sonic Pinball Party™		The Legend of Zelda®: A Link to the Past®/ Four Swords ★★★★			Bratz™ ◄(09:50)	Sonic Advance™ 2		5
7	Sega Arcade Gallery™ ◄(06:30)		Rayman® 3 ◄(07:45)		High Heat™ Major League Baseball® 2004 ★★★★			Wario Ware™, Inc.: Mega Microgame$ ►		7
9	Justice League™ In Justice for All ★★★★		Super Puzzle Fighter™ II ★★★★			Pokémon® Sapphire Version (09:45) ►		All-Star Baseball™ 2004		9
11	Wings™ ◄(06:30)	Ed, Edd n Eddy™ Jawbreakers! ◄(07:15)		The Legend of Zelda®: Oracle of Ages®		Daredevil™	Pokémon® Ruby Version ★★★★			11
20	Sega Rally™ Championship			The Lost Vikings™		MLB Slugfest® 20-04		Digimon® BattleSpirit		20
26	F1 2002	Lufia®: The Ruins of Lore		X2 Wolverine's™ Revenge ★★★★		Boulder Dash® EX™		Hamtaro™: Ham-Ham Heartbreak		26
32	Samurai Jack™ The Amulet of Time		Donkey Kong Country™		MegaMan™ & Bass ★★★★		◄ Golden Sun™: The Lost Age (09:50)			32
38	Crazy Taxi™ Catch a Ride™ ◄(06:30)		Ninja Five-O™ ★★★★	Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel				Street Fighter® Alpha 3		38
44	The Legend of Zelda®: Oracle of Seasons™ ★★★★				Metroid® Fusion ★★★★	Advance Wars™		Disney/Pixar Finding Nemo (SEE REVIEW)		44
66	Castlevania® Aria of Sorrow™ ★★★★			Tony Hawk's Pro Skater™ 4 ★★★★		James Bond 007™: Nightfire™ (SEE REVIEW)				66

◄ PROGRAM STARTED BEFORE 7PM 🟨 SPORTS ▨ SPECIALS

FINALLY SOMETHING GOOD ON TV

NOW YOUR FAVORITE GAME BOY® GAMES ARE ON TV. JUST CONNECT YOUR GAME BOY PLAYER TO YOUR NINTENDO GAMECUBE,™ AND YOU'RE GAMING ON THE BIG SCREEN.

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

GAME TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS. ™, ®, THE GAME BOY PLAYER LOGO AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

GAME BOY® PLAYER

BATTLE OF THE E³ PRESS CONFERENCES CONTINUED

The next morning, Sony hosted its own conference, where President and COO Kazuo Hirai coolly reminded everyone that with 51 million PS2s worldwide (22.2 million in the U.S.) and 96.4 million PlayStations (37.5 million in the U.S.), they were so far ahead of Microsoft's Xbox and Nintendo's GameCube that they practically quit keeping count. Elaborate taped previews of Gran Turismo 4 and Rise to Honor were joined by confirmation that Final Fantasy XI and the PS2 hard drive are coming early 2004, and that the next Grand Theft Auto title will be exclusive to the PS2...whenever it comes out. Additionally, EA Sports is making its nine sports franchises PS2 online exclusives and plans to build a competitive network around them.

Hirai also announced a new "PlayStation 2 Online Pack" bundle that will offer a PS2 with the Network Adaptor for $199. This value-added combination is widely believed to have replaced any serious price drop (see sidebar on page 20 for related story). Sony also demoed the unusual Eye Toy, a PS2 game camera peripheral that enables you to display yourself onscreen in order to play dedicated party games.

EYE TOY
PlayStation 2
Sony's new Eye Toy

Last but certainly not least, Nintendo unveiled its games lineup for the Electronic Entertainment Expo and overall strategy for the rest of the year. The event was something of a contradiction—while Nintendo President Satoru Iwata and George Harrison of NOA professed redoubled efforts toward third-party support and "mature" titles, the most exciting announcements involved Mario, Zelda, and other family friendly franchises.

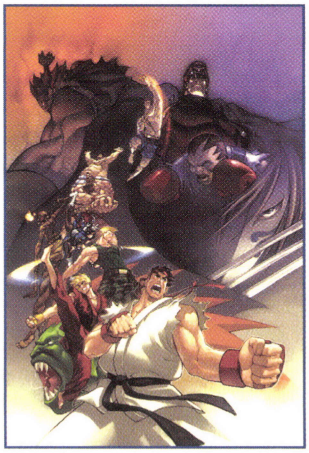
Harrison opened the proceedings with a miniature GameCube pep rally, detailing the market share Nintendo has retaken in recent months. However, he was also careful to assure Nintendo's most devoted fans that no drastic changes in their hardware or software strategy is coming in the future—"Mario," as he put it, "will never be seen shooting at hookers." After Harrison, Iwata gave conference attendees their first look at several new titles, including Mario Kart: Double Dash!!, Pikmin 2, Super Mario Bros. 3: Super Mario Advance 4, and Star Fox (previously titled Star Fox Armada).

Miyamoto, Iwatani, Wright, and Harrison demo Pac-Man at Nintendo's press conference.

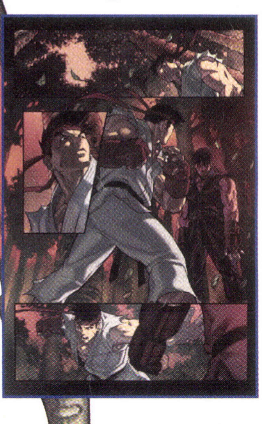
Nintendo Producer Shigeru Miyamoto brought out Hideo Kojima to show Metal Gear Solid: The Twin Snakes and EA's Will Wright to announce a special GBA-compatible version of The Sims for the GameCube. After that, Miyamoto demonstrated two new projects showing his company's commitment to the GameCube-GBA connectivity feature: a multiplayer spin on Pac-Man (while jokingly asking Pac-Man's creator, Namco's Tooru Iwatani, for permission to make the game) and a GameCube version of The Legend of Zelda: The Four Swords, the four-player GBA title Nintendo released last year. Instead of connecting four GBAs together, players connect four GBAs to the GameCube and play on the same overhead map. The map scales in and out depending on your characters' movements, and whenever someone enters a house or cave, a separate window opens for that particular character's indoor scene.

STREET FIGHTER RETURNS TO COMICS

If Marvel's superstars can take on Ken & Ryu in massive crossover fighting games, why can't the Capcom crew claim a little comic book territory for themselves? That's the plan as Udon Entertainment and Image Comics prepare to publish an all-new monthly series based on Street Fighter this fall.



"Street Fighter is a landmark in arcade and console video games," said Udon's Chief of Operations Erik Ko. "Essentially, Street Fighter is to video games what Star Wars is to film. It defines the combat fighting game genre.... Everyone who has played video games is familiar with Street Fighter. And with various generations of the SF games available, it has created a whole universe of characters, and everyone who has played the game loves at least one or two of them.



"Doing a Street Fighter comic is our dream come true," continued Ko. "We've all been highly influenced by the Capcom art style, and getting involved in this project has been very exciting for us. We chose this to be our first independent project because Street Fighter has such a wide array of characters, each of which are unique in his/her own way, and there is just so much interesting story to tell."

Ken Siu-Chong (*X-Men Unlimited, Fantastic Four,* and *Mangaverse: Avengers Assemble*) is on board to write, while art duties will be split between Alvin Lee (*Deadpool*), Andrew Hou (*Ultimate Daredevil & Elektra*), and Arnold Tsang, who is known for his cover paintings but will actually work on both the black-and-white and color elements of Street Fighter. Watch for issue #1 to appear in September.

HULK™

UNLEASH THE FURY

SEE THE MOVIE IN THEATERS NOW

45 devastating attacks to dispose of your enemies.

25 fully destructible and interactive environments - if you can see it, you can smash it.

Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.

Outsmart your enemies as Dr. Bruce Banner, using stealth and disguise.

VIVENDI UNIVERSAL games RADICAL ENTERTAINMENT PlayStation®2 MARVEL UNIVERSAL INTERACTIVE NINTENDO GAMECUBE XBOX UNIVERSAL GAME BOY ADVANCE PC CD-ROM SOFTWARE TEEN T CONTENT RATED BY ESRB Violence

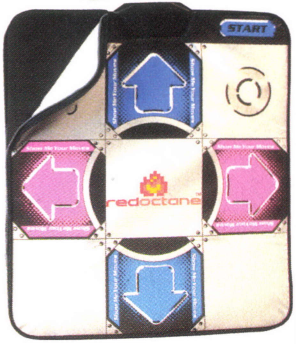
"THE INCREDIBLE HULK" and "THE HULK" interactive game © 2003 Universal Interactive, Inc. Marvel, "THE INCREDIBLE HULK" and all related comic book characters: TM & © 2003 Marvel Characters, Inc. All rights reserved. www.marvel.com Published and distributed by Universal Interactive, Inc. "THE HULK" Movie © 2003 Universal Studios. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox, and Xbox logos are either registered trademarks or trademarks in the U.S. and/or other countries and are used under license from Microsoft. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Association.

WWW.THEHULK.COM WWW.HULKGAMES.COM WWW.MARVEL.COM

GAMEPRO Labs

RedOctane Ignition Pad 2.0

Rating: 5.0



Have you seen the Dance Dance Revolution *otaku* with the imported thick foam dance pads and said, "I hate them because I don't have one?" Wish harm against your fellow gamers no longer. Like the hard-to-find Konami pads from Japan, RedOctane's Ignition Pad features a one-inch-thick foam pad that you assemble like a three-piece jigsaw puzzle. Zip the core into the vinyl shell, and you've got a rigid dance mat that better approximates the arcade floor (and doesn't tend to slide away from you too much during play) but remains flexible and portable. Unlike most thin home pads, the Ignition's sensors are arcade-sized for greater accuracy and a true feel—crucial to serious players. This was built by DDR freaks for DDR freaks; you won't find a better dance mat for the money.—*Dan Elektro*

Price: $99.95. Contact: RedOctane, 888/737-8038, redoctane.com

Mad Catz MacroKit SP

Rating: 4.0

New hardware means new accessories—and in the case of the GBA SP, the top accessory that everyone wants is a headphone adapter. That's just one element of Mad Catz's value-packed MacroKit, which also includes a car adapter (which can be used at the same time as the headphone adapter, thanks to a pass-through port), a pair of retractable bud earphones, and a snazzy foam-lined aluminum case for storing your SP and two games (which sells for $10 on its own). It's a shame the case doesn't hold more games (or any of the included accessories!), but it does come in a variety of colors so your accessories match your SP system. And besides, the price is definitely right—if you were desperate, you'd probably pay $15 for the headphone adapter anyway, so think of everything else as free gifts with your purchase.—*Bad Hare*

Price: $14.99
Contact: Mad Catz, 800/659-2287, madcatz.com

Best-Selling Video Game Titles: March 2003

	TITLE	PLATFORM	PUBLISHER
1	The Legend of Zelda: The Wind Waker	GameCube	Nintendo
2	Pokémon Ruby	Game Boy Advance	Nintendo
3	Pokémon Sapphire	Game Boy Advance	Nintendo
4	Tenchu: Wrath of Heaven	PlayStation 2	Activision
5	The Getaway	PlayStation 2	Sony
6	Def Jam Vendetta	PlayStation 2	EA Sports Big
7	Grand Theft Auto: Vice City	PlayStation 2	Rockstar Games
8	Xenosaga Episode I: Der Wille zur Macht	PlayStation 2	Namco
9	Yu-Gi-Oh! Duelists of the Roses	PlayStation 2	Konami
10	MVP Baseball 2003	PlayStation 2	EA Sports

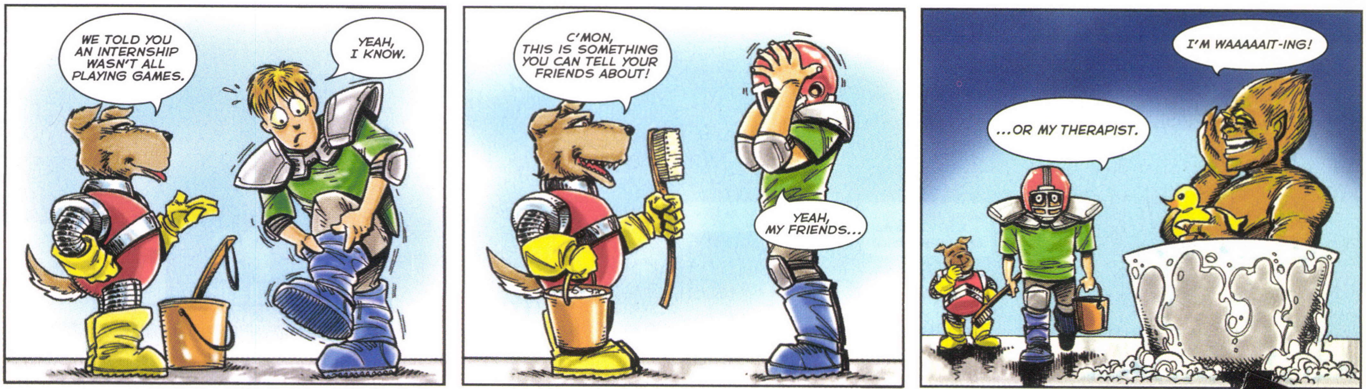
Source: The NPD Group/NPD Funworld

static

ALL E3!

ll of Duty…The worst script goes to the Microsoft press conference. It sounded like a bad late-night TV pitch—stiff, forced, and hard-sell. Luckily, the games made up for it. • WWII is the new snowboarding. • Oh, speaking of which, folks from Activision's Call of Duty (mostly ex-Medal of Honor guys) kept getting tossed out of EA's MOH Rising Sun demo line. Eventually, some went undercover, and when they did sneak in, a shouting match reportedly ensued. This won't all end with a nuclear bomb, will it? • Overused term of the show: "rag-doll physics," which every new game apparently features. A close second has to be "lifestyle"—all games now accurately reflect one or contribute to the "new digital lifestyle" somehow. Whatever. • Infogrames changed its name to Atari. Thought you should know. • Activision's Vampire: The Masquerade—Bloodlines had the coolest booth logo: a backlit wall that periodically filled with streaming blood while you watched. Fun! • Kaz Hirai hosted Sony's press conference with yet another year of dazzling data and, unlike the other presidents, trash talk that is becoming his trademark: "There is a place for other consoles on the market, and that place is the rearview mirror." Ouch. Might be offensive if it weren't true; Sony has sold over 50 million PS2s worldwide. • Tecmo's steamy DOA Online stage show not only got shut down by fire marshals for overattendance, but the company issued a cheeky press release touting that they were the bad boys of E^3, the first exhibitor to have its power shut off by show management. "We are in the entertainment business," said Tecmo's John Inada. "We have no apologies for doing our job too well." Heh. • Craziest publicity stunt: Television network G4 offered free tattoos—real ones. Anything you wanted, permanently inked into your flesh, as long as you got a little G4 logo on there somewhere as part of it. And yes, they had takers. • Illegal street racing is the new WWII. • Half-Life 2…Half-Life 2…Half-Life 2…Ha

HIDDEN CHARACTERS "The Intern-net" Part 2


WE TOLD YOU AN INTERNSHIP WASN'T ALL PLAYING GAMES.
YEAH, I KNOW.
C'MON, THIS IS SOMETHING YOU CAN TELL YOUR FRIENDS ABOUT!
YEAH, MY FRIENDS...
I'M WAAAAAIT-ING!
...OR MY THERAPIST.

Babble: Auch 'n Amric Mao

All the coverage you need.
Uniden
High Speed Wireless AP 4 Port 10/100 DSL/Cable Router
Intermediate Algebra
WESTEN

Uniden Wireless Networking Products

It's what you've fantasized about. High speed connections, no wires.
To see more of our hot models go to **www.uniden.com/networking.**

Uniden®
A World Without Wires

© 2003 Uniden America Corporation

WE'RE #1
MIAMI
Dawgs
CU
ADMIT ONE
7452015
SOONERS
UCLA
IRISH
G
M

EVERYONE
E
CONTENT RATED BY
ESRB

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, and "It's in the Game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls and conferences are the exclusive properties of the respective institutions. NCAA is a registered trademark of National Collegiate Athletic Association and the NCAA Football logo is a registered trademark of the NCAA licensed to NCAA Football USA, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ®, and the Nintendo Gamecube logo are trademarks of Nintendo. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.
*** PlayStation 2 only. Internet connection is required.**

EA SPORTS
It's in the game.™

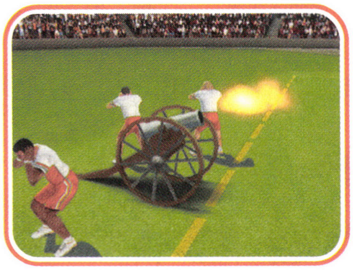
EA SPORTS
NCAA
FOOTBALL
2004

Quench your thirst for Saturday. Everyday.

In stores July 17

BATTLE ONLINE

Once and for all, settle the score with your rivals, head-to-head, online*. With 165 new teams, the rivalries never end.



MORE ATMOSPHERE

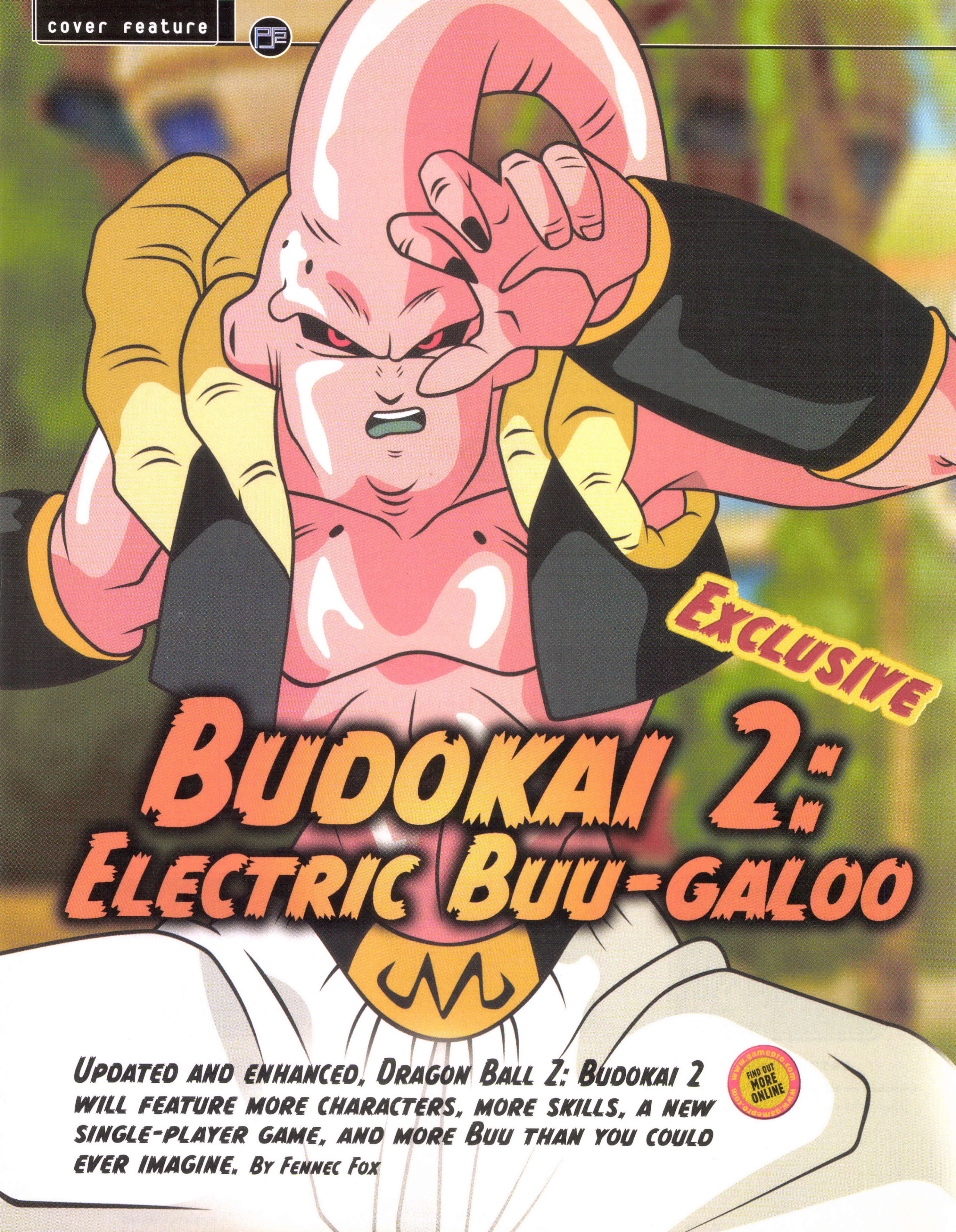
Revel in 200+ fight songs, cannons firing and cheerleaders with giant flags. With your current team, or as far back as the '24 Fighting Irish.

NEW PLAYBOOK

Utilize the wide-open offense with over 200 new plays including tricky stuff like the WR reverse pass.

PlayStation®2 XBOX NINTENDO GAMECUBE NCAA COLLEGIATE LICENSED PRODUCT

ncaafootball2004.com
AOL KEYWORD: NCAA FOOTBALL 2004



EXCLUSIVE

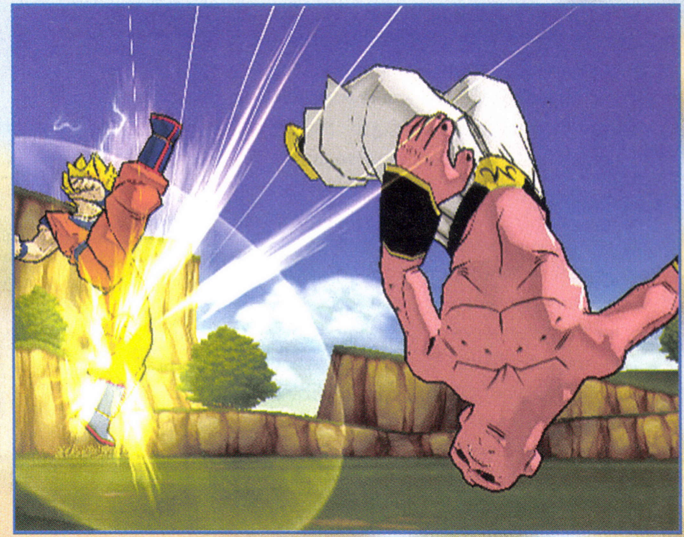
BUDOKAI 2:
ELECTRIC BUU-GALOO

UPDATED AND ENHANCED, DRAGON BALL Z: BUDOKAI 2 WILL FEATURE MORE CHARACTERS, MORE SKILLS, A NEW SINGLE-PLAYER GAME, AND MORE BUU THAN YOU COULD EVER IMAGINE. BY FENNEC FOX

www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com

QUICK! WHAT SINGLE character has appeared in the most console games? Pikachu? Pac-Man? Close, but not quite—it's actually Goku, who starred in the first Dragon Ball game (released in Japan in 1986) and played roles in over three dozen titles since, most of which never found U.S. release. Mario dreams of such exposure.

Despite his age, the guy with the funky black and/or yellow hairdo has never been more popular worldwide. Dragon Ball Z: Budokai, released for the PS2 last year and headed for the GameCube this Christmas, is a runaway success: Atari's shipped over 1.3 million copies to North America alone, and—as Executive Producer Daisuke Uchiyama puts it—"to be honest, I wasn't expecting it to sell anywhere near this well." Atari will give the series another shot in the arm this holiday season with Budokai 2, a PlayStation 2–only sequel and a major improvement over the original.



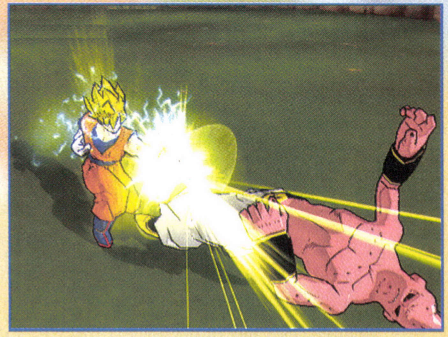
DBZ: Budokai 2 features some fairly drastic enhancements to the visuals—as demonstrated here with Goku kicking Buu into next week.

Cartoons with Punch

Dragon Ball Z's most obvious enhancement is visual. The graphics are rendered using cel-shading for a hand-drawn, animated look. As a result, all of the fighter models look far closer to those of the original TV show. "It was kind of funny to read the reviews of the first Budokai," comments Producer Mike Cucchiarella. "They said that the game was faithful to the show, but they also said the graphics lagged behind. Cel-shading was one of the solutions the developers came up with in response."

Besides the graphics, the number-one request from players was for more story depth. Even the developers at Osaka, Japan–based Dimps agree. "If we had more time, I wanted to make the original Budokai a massive work that included the entire Buu saga," says Uchiyama. "I think that was something both the users and the staff here wanted to get right this time around." And get it right they did—11 new characters (Goten, Young Trunks, Teen Gohan, Videl, Majin Vegeta, Supreme Kai, Dabura, Android 20, and three forms of Buu) have been added to the original's 23 fighters, raising the total number to 34.

The numbers don't end there, however. In addition to the main roster, Budokai 2 will have support for fusions—the combination of two fighters into one as seen in *DBZ*'s later episodes. These fusions are available as skills; you obtain them (along with other special attacks) at Mr. Popo's Skill Shop and by completing certain in-game objectives. Most fusions should be familiar to anime fans, but many are 100-percent original to this game. How does Tiencha (Tien plus Yamcha) sound? Or what if Cell fused with Krillin instead of Android 18…?



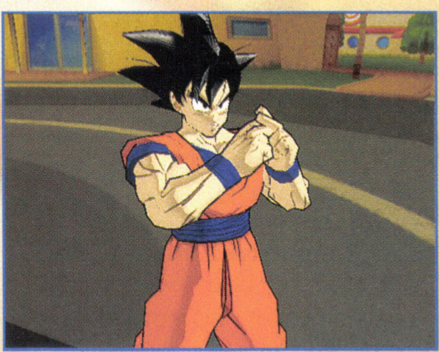
One enhancement to the controls: If both players fire Ki blasts simultaneously, you'll need to overpower your opponent by rotating the left stick like a madman.

Scavenger Hunt

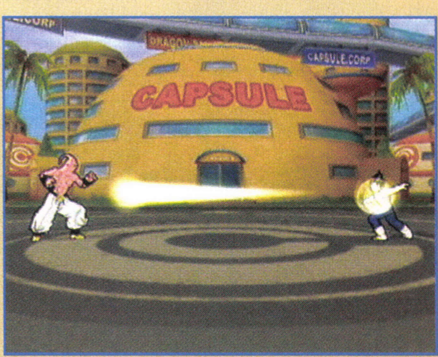
From a gameplay standpoint, Budokai 2 won't stray far from its predecessor. Much like in Tekken and other 3D fighters, the focus isn't on keyed moves as much as stringing attacks into combos and special skills. The now-standard Versus, Tournament, and Training modes are included, and if you kept your old Budokai save, you'll be able to transfer your skill set directly into the sequel—a major timesaver for DBZ veterans.

The newest addition this time around is Dragon mode, this game's new single-player quest. In Dragon mode, you form a team of four or five Z Fighters

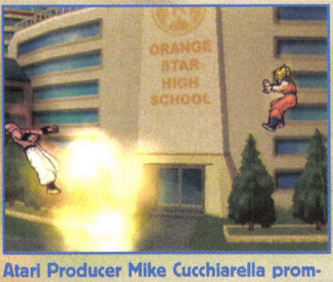
CONTINUED ▶



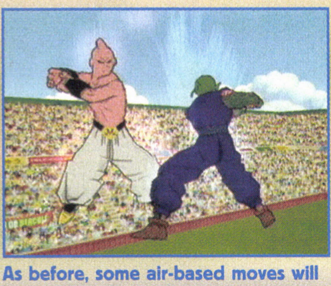
What would Goku think if he knew that you could fuse him with Hercule in Budokai 2? It's doubtful he'd be overjoyed.



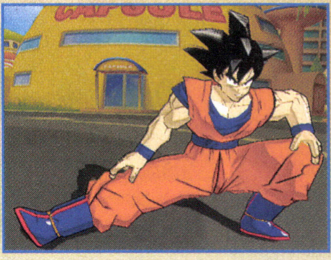
Whoosh! Each background has much more detail this time, giving Budokai a much more convincing 3D look.



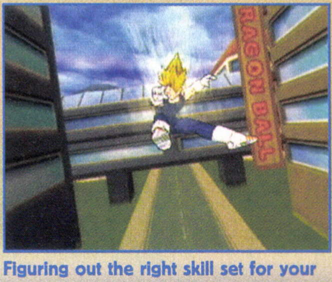
Atari Producer Mike Cucchiarella promises that the moves in Budokai 2 will be much more "explosive" than before.



As before, some air-based moves will be possible. You still can't just fly wherever you want to, though.



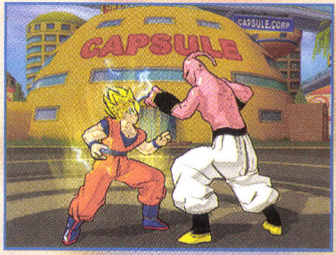
This is likely the only time you'll see Goku crouch during the game. Ducking may still be impossible, but you will have some new defensive moves.

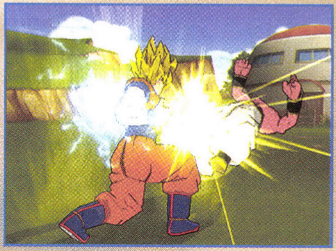


Figuring out the right skill set for your characters will be vital if you don't want them being sent through walls and buildings like this.

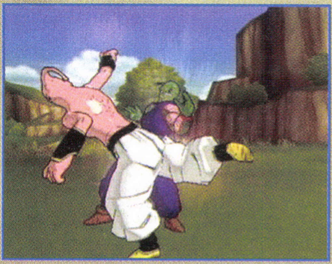
and split up to search for dragon balls across the game world, using a Dragon Radar whose range depends on the difficulty level you choose. CPU-controlled teams are also searching for the artifacts, and whichever team gets all seven dragon balls first wins.

When one of your characters encounters an enemy, you'll choose whether to fight it out yourself or let the computer A.I. take care of things for you. This can work both for and against you—Krillin, for example, can whip Saiyaman by himself, but if he runs into Frieza, he may not last long without some player help. A fair bit of strategy will be needed to master this mode; if you're in an area you know is packed with enemies, you won't want to send a total wuss like Krillin (sorry, cue-ball fans) into the fray.


It may not be a good idea to touch Goku when he's all glowing like that.


Apologies in advance to any Buu fans who are angry about the butt-kicking Goku's handing him in all these shots.

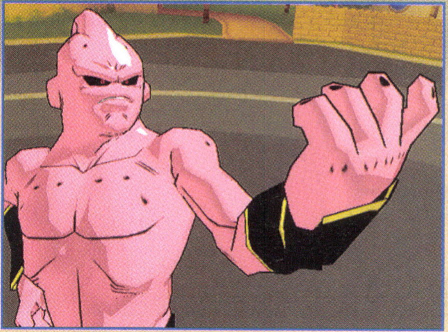
Budokai 2's greatest new achievement, however, could be its faithfulness to the anime. "The idea here is to make every battle more dynamic," says Uchiyama, "so they're more like what you'd expect to see in the show." One example: In a city stage (one of the game's eight arenas), you'll be able to throw your opponent flying through buildings, just like in nearly every Saiyan-level battle you see in the anime. Dimps is also busy adding a cartload of new moves, so every character will have a more personalized set of techniques than before.

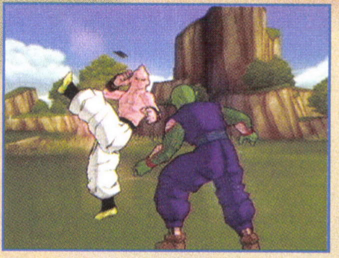

If Buu's around, does that mean Goku can go into Super Saiyan 3 mode?

DBZ: THE ATARI SAGA

So where will Atari's DBZ lineup go from here? It depends on who you ask. "I don't think we have a fixed plan for a certain number of fighters or RPGs," say Cucchiarella, "but we do have a product plan that goes beyond Budokai 2, and we'll get to that soon." Over at Dimps, though, Uchiyama already has ideas: "How about a game where you start out as young Goku where the original comic begins, then you go through training with Master Roushi, fighting the Red Ribbon Army, and finally defeating Piccolo at the end? I'd like to try making a first-person game like that."

Just like before, the World Tournament is the quick and easy way to get the Zenny you need to use Popo's shop.


Buu-dokai will feature the pink one in three forms: Majin, "regular," and Kid. Get over here!


"The toughest part of development is getting all the characters we want in the game in the limited time we have," says Executive Producer Daisuke Uchiyama.

THE SCIENCE OF ANIME DUBBING

Chris Sabat is a voice director at FUNimation Productions, makers of the English version of Dragon Ball Z. *He's the voice behind Vegeta, Piccolo, Yamcha, Mr. Popo, and a wagonload of other deep-throated characters.*

GamePro: How is dubbing anime different from voicing a regular cartoon?

Chris Sabat: With normal cartoons, they'll have all the actors sitting around a table voicing the show together. It's one long, fluid take, and it takes a couple hours to voice one 30-minute show. With dubbing, though, you're recording one line at a time, one character at a time.

GP: So if Vegeta is the main character in an episode, do you spend all day just voicing Vegeta?

CS: Exactly. On the other hand, if Krillin is in the show but just standing in the sidelines, then we'll run through eight episodes of Krillin at once. It's nothing but "Huh?" and "Oh, Goku!" and "Oh my gosh!" for four hours. (laughs) I call them "ooh-ahh" characters. Sometimes, when I go in for a voice recording, I say, "Is this gonna be an ooh-ahh day?" because Vegeta and Piccolo get in these phases, too. (In Piccolo voice) "I can't *believe* he's so *powerful!*"

GP: What do you need to be a good voice actor?

CS: A lot of our actors for *DBZ* are also musicians, which is something that really surprises me. There's a lot of timing involved in dubbing—the video runs and the script's in front of you, and you hear three tones that signal you when to talk. If you come in too soon or too late, the take's ruined.

GP: Sounds harder than it looks.

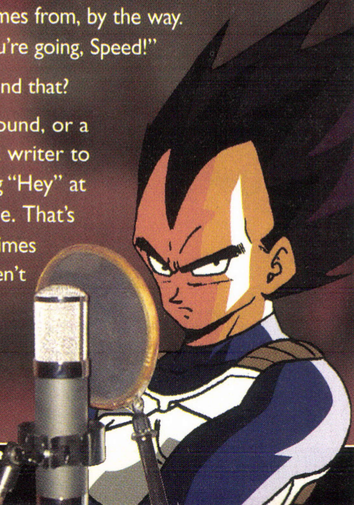
CS: I'd say it takes at least a couple of months for actors to get it right. And *DBZ*'s more challenging than more dialogue-intensive shows because there's all the screaming and fighting. We voice all of that live, based on the running video. The script will document it as "open-mouth punching adlib into giant leg-swinging kick into throwing hammer-down punch into landing reaction into...." You read the script for an idea, but really you mostly just watch and react to the video.

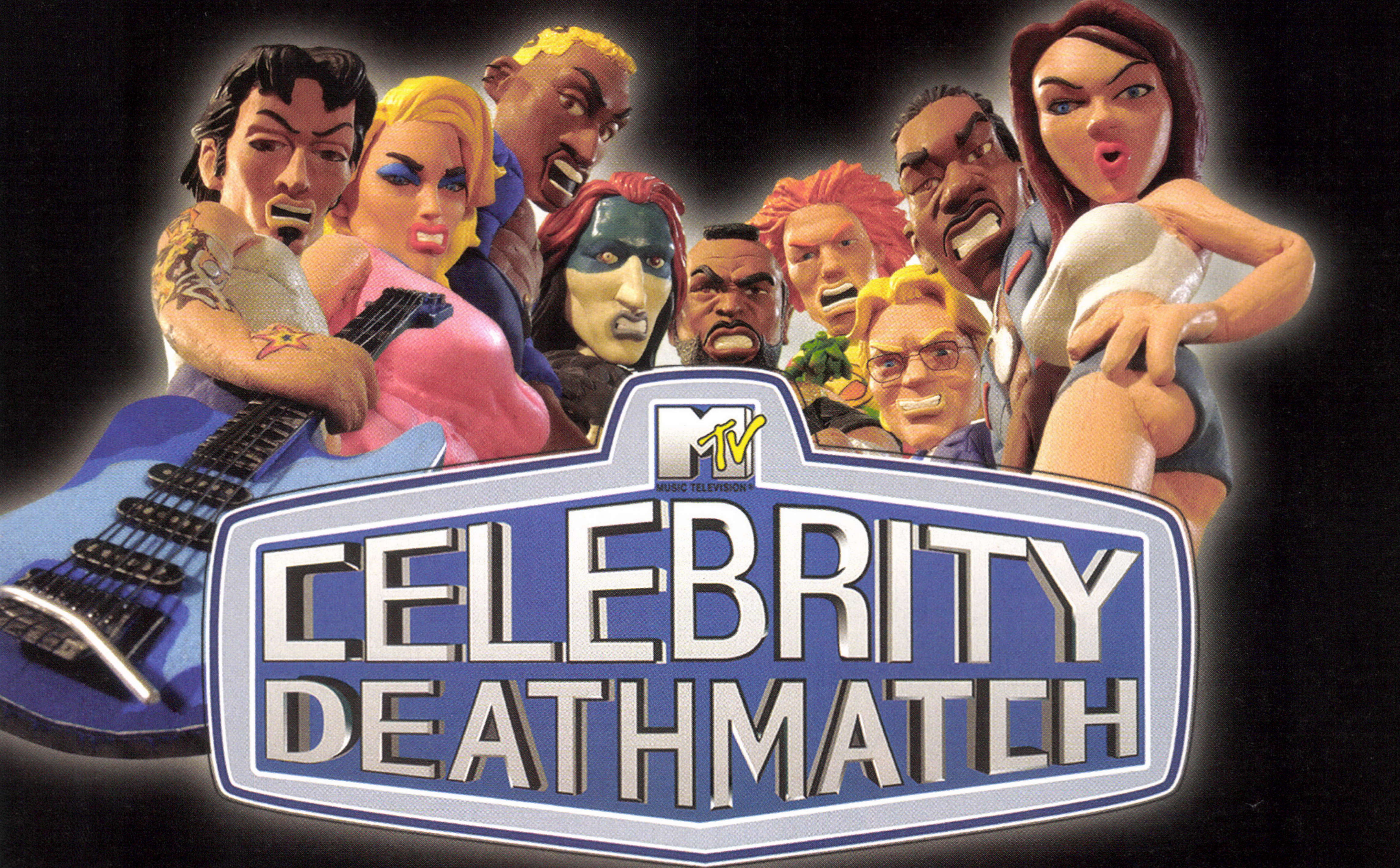
GP: Is it difficult to write an English script for a Japanese television show?

CS: One of the hardest things to deal with is that lots and lots of lines in the Japanese original start with a single sound right in front of the main sentence. That's where *Speed Racer* syndrome comes from, by the way. "Ha-ha! I know where you're going, Speed!"

GP: How do you get around that?

CS: You use "Hey," or a sound, or a small laugh. It's easy for a writer to get in the habit of writing "Hey" at the beginning of every line. That's why dubbed anime sometimes comes off strange if you aren't careful—you just have to deal with weird mouth movements sometimes.





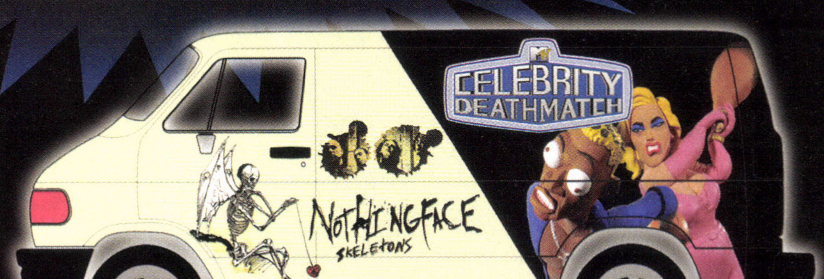
CELEBRITY DEATHMATCH

IS COMING TO A TOWN NEAR YOU!

AS THE **GOTHAM GAMES** VAN ROLLS WITH THIS SUMMER'S HOTTEST CONCERT TOUR - SUMMER SANITARIUM 2003. IT'S YOUR CHANCE TO BE ONE OF THE FIRST TO PLAY BEFORE IT IS RELEASED IN STORES. YOU CAN ALSO LISTEN TO THE LATEST **NOTHINGFACE** ALBUM AND SIGN UP FOR CHANCES TO WIN TONS OF PRIZES AT EVERY STOP!

FRI 7/04/03	PONTIAC, MI	PONTIAC SILVERDOME
SUN 7/06/03	FOXBORO, MA	GILLETTE STADIUM
TUE 7/08/03	KROCK FEST. (NY)	JONES BEACH
FRI 7/11/03	ATLANTA, GA	TURNER FIELD
SUN 7/13/04	ORLANDO, FL	CITRUS BOWL
FRI 7/18/03	LANDOVER, MD	FED EX FIELD
SAT 7/19/03	COLUMBUS, OH	OHIO STADIUM
MON 7/21/03	CLEVELAND, OH	BLOSSOM
FRI 7/25/03	ST. LOUIS, MO	EDWARD JONES DOME
SAT 7/26/03	CICERO, IL	HAWTHORNE RACETRACK
SUN 7/27/03	MINNEAPOLIS, MN	HHH METRODOME
FRI 8/01/03	DENVER, CO	INVESCO FIELD AT MILE HIGH
SAT 8/2/03	HOUSTON, TX	RELIANT STADIUM
SUN 8/3/03	IRVING, TX	TEXAS STADIUM
THU 8/7/03	SEATTLE, WA	SEAHAWK STADIUM
SAT 8/9/03	LOS ANGELES, CA	LOS ANGELES MEM. COLISEUM

DATES SUBJECT TO CHANGE OR CANCELLATION - ONLY SELECTED SANITARIUM DATES SHOWN



BROUGHT TO YOU BY

GOTHAM GAMES

TVT RECORDS

GAMEPRO

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

"MTV'S CELEBRITY DEATHMATCH", "MTV: MUSIC TELEVISION" AND ALL RELATED TITLES AND LOGOS ARE TRADEMARKS OF MTV NETWORKS, A DIVISION OF VIACOM INTERNATIONAL, INC

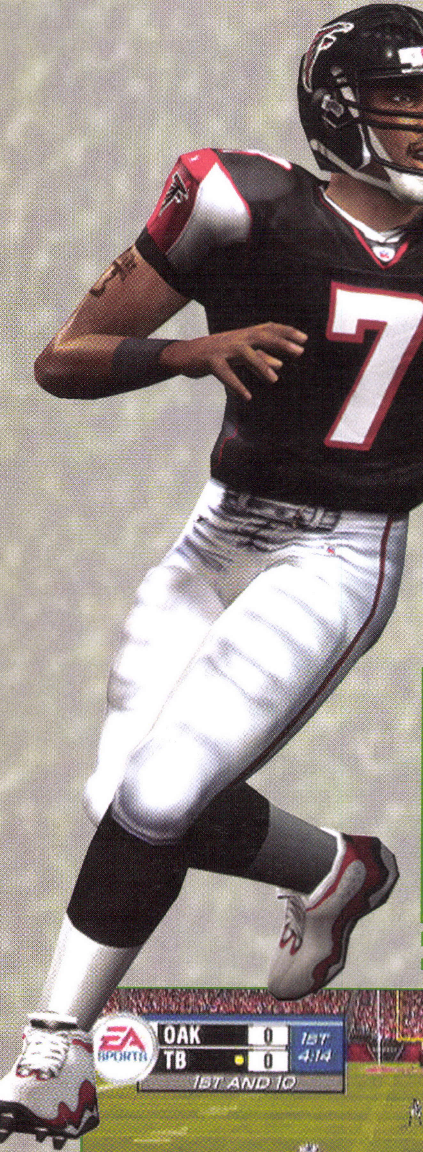
WWW.GOTHAMGAMES.COM

The ratings icon is a trademark of the Interactive Digital Software Association.

Power Plays

What do you do when you enter the football season at the top of your game? If you're Madden NFL 2004, you make the best even better.

By Brother Buzz



WHEN IT COMES to consistent championship runs, Madden NFL Football is one of the all-time greats. Coming off one of its most successful seasons ever in 2003 with strong showings for the PS2, Xbox, and GameCube, Madden would appear to be the game to beat in 2004. But the competition for video-game football supremacy across all game platforms is fierce, and, facing worthy opponents, EA Sports and the Madden designers at EA Tiburon are not about to turn down the heat.

Prepping the Playmakers

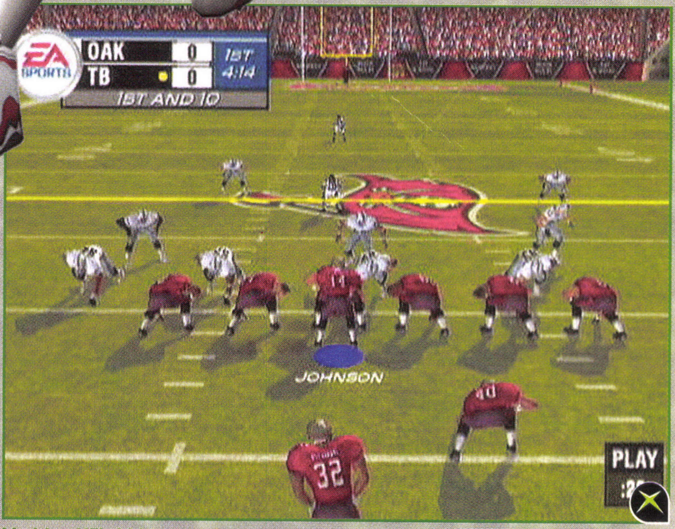
Madden's gameplay has been money, but there's always room for improvement. EA Tiburon isn't above tinkering with one of the most familiar football playcalling interfaces around. For 2004, Madden's going for a cleaner, more streamlined look. The difference is subtle, but fine touches are noticeable like the ability to quickly hear advice from John Madden himself or to instantly flip a play. You can also call up player "packages" at the formation screen.

Packages are one of the cool additions for NFL fans this season. With a single button press from the formation screen, you can make set substitutions on offense and defense just like real NFL teams do for key situations. For example, you could split Marshall Faulk wide as a receiver as the Rams sometimes do, or move fullback Mike Alstott to halfback like the Buccaneers do for a power play. You can also set up your own packages as your ability to read the opposition's strategy improves.

At the line of scrimmage, EA Tiburon decided to push the envelope by incorporating the right analog joystick with its new Playmaker Preplay Control. On offense, Playmaker enables you to change a play to exploit the defense prior to the snap of the ball. For instance,

INDIANAPOLIS
COLTS
POLLARD

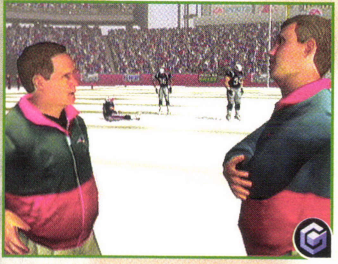
Precision passing still requires timing, patience, and practice.



Madden NFL 2004 is ready to put on another football show this season.

BARBER
SMITH

Look for subtle refinements in the animation during plays.



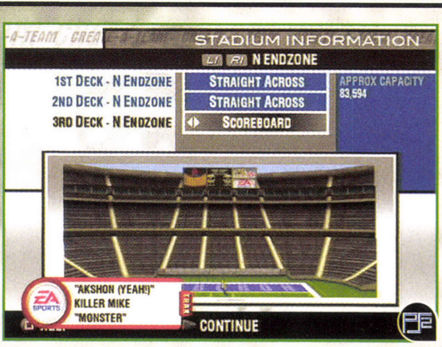
An NFL Coaches Association license means that every actual assistant coach is in the game.

INTERCEPTION

The A.I. has received another upgrade and is particularly tough as it defends the pass.

you can change a pass route to up to three different directions, either short or long. On running plays, you can change the direction of a sweep or decide to attack a different hole with a halfback blast.

After the snap, Playmaker continues to pull duty. Your running back can direct blocking according to the direction in which you push the right joystick. If the protection on a pass play breaks down, a scrambling quarterback can even direct the nearest receiver to an open spot.


STADIUM INFORMATION

N ENDZONE

1ST DECK - N ENDZONE: STRAIGHT ACROSS

2ND DECK - N ENDZONE: STRAIGHT ACROSS

3RD DECK - N ENDZONE: SCOREBOARD

APPROX CAPACITY 83,594

"AKSHON (YEAH!)" KILLER MIKE "MONSTER"

You can construct your own stadium right down to the grass with Stadium Builder.

Although graphical improvements may appear to be subtle, all the player models have been upgraded.

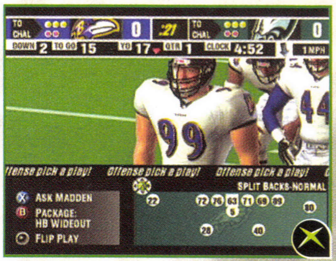
Pigskin, Inc.

Of course, as in the actual NFL, the football field isn't the only place where the action takes place. Madden NFL 2004 features some serious improvements to its already-noteworthy Franchise mode. After placing you into the shoes of general manager, coach, and player, this year you can join the billionaire's club and be an owner.

You're responsible for the financial bottom line, and every aspect of running a football operation is at your command. You can even hire and fire an entire coaching staff—and this year, Madden has added the NFL Coaches Association license, so every actual coach and assistant coach in the league is included in the game.

All front office operations are under your power. You can plan fan appreciation events to help market your team. You can rake in the bucks by setting ticket prices, parking fees, and even concession cost strategies. Maybe reviving the Terrible Towel will make a positive impact on profits in Pittsburgh—or maybe that's an even better item for the downtrodden fans in Cincinnati or Arizona?

At the end of every season, you receive a report card that gauges success or failure according to such criterion as total profits and fan support. Play your cards right, and you might rack up a few Super Bowl victories on your way to the fat cat hall of fame.

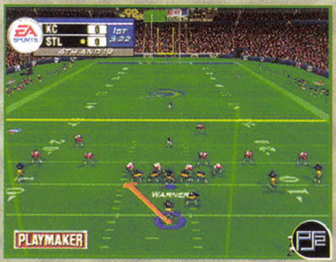


You can easily send in player "packages" during key situations in a game.

NYG
SF
KICKOFF
WIND 8 MPH

The kicking game remains more or less the same.

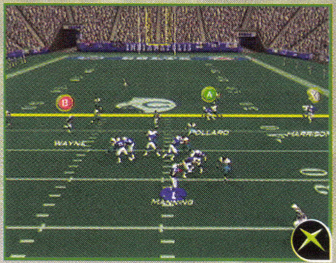
Mastering defense remains the name of the game if you want to make it to the Super Bowl.



With Player Control, you can change directions of your runs at the line of scrimmage.

Under Construction

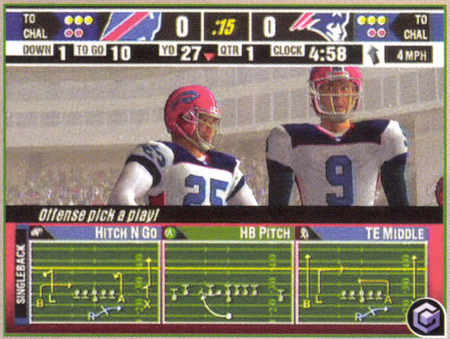
But maybe you decide that you just need a change of venue. Madden NFL 2004's franchise mode enables you to play all the angles this year. You can decide to move your franchise to another city, or you can build a new stadium from scratch. Madden's menu-based stadium-builder feature looks like the most intricate graphical building tool this side of Sim City. Budding architects will go nuts as they select and position every piece of structure, including tunnels, lights, luxury boxes, and scoreboards. You even determine what type of grass or artificial playing surface your field will use.



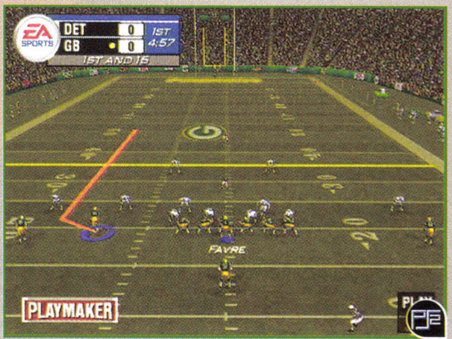
The passing game is smoother than ever, even if the artificial intelligence is tougher.

Going All the Way

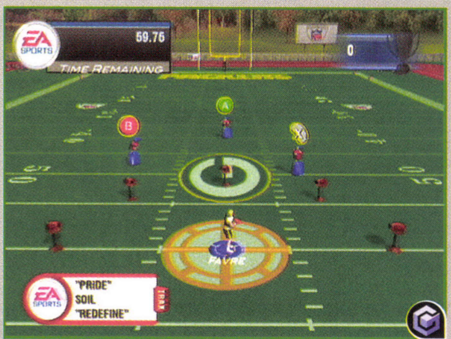
From blueprints to playbooks, Madden NFL 2004 is gearing up for another strong showing this season. And while Madden seeks to fortify its claim as the people's football game, it may be that longtime Madden fans will derive the most enjoyment from this year's edition as they discover the improvements to their favorite features. Make no mistake; Madden's ready for opening day.



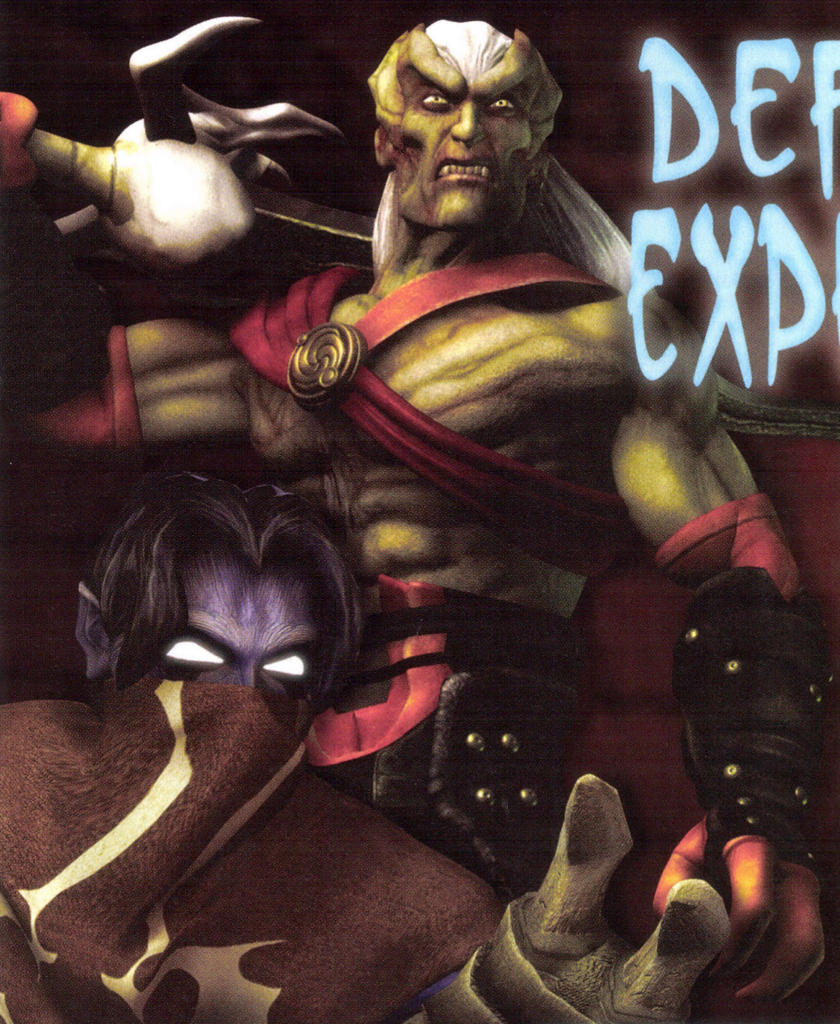
Madden 2004's playbooks sport a streamlined "professional" look.



Playmaker Control enables you to change any play at the line of scrimmage.



This year, Training Camp mode enables you to improve the performance of key players.



DEFYING EXPECTATIONS

CRYSTAL DYNAMICS AND EIDOS BREATHE NEW LIFE INTO THEIR VENERABLE VAMPIRE SERIES, LEGACY OF KAIN.

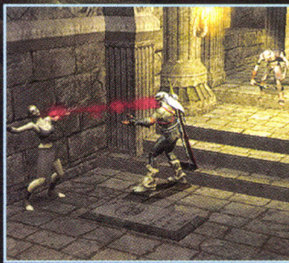
BY D-PAD DESTROYER

THANKS TO THE Legacy of Kain series, legions of gamers all over the world have learned the essential truth of horror gaming: that it's good to be bad. With two well-aged story lines in the series' history, Kain's developers have decided to take a different approach to the game that will bring Blood Omen and Soul Reaver together.

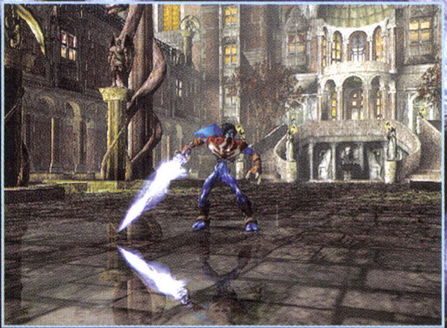
TWISTED LEGACY

The Legacy of Kain series has always carried itself on the power of its characters and stories. Kain, a demonic vampire king, has gone from grave to throne and back again in his quest to gather the power he feels he deserves. Raziel, Kain's former vampiric lieutenant, was tossed into oblivion by his former lord and given new powers by a mysterious force in the abyss. They've been connected all along by cruelty and tragedy, but their stories have always remained essentially separate until now.

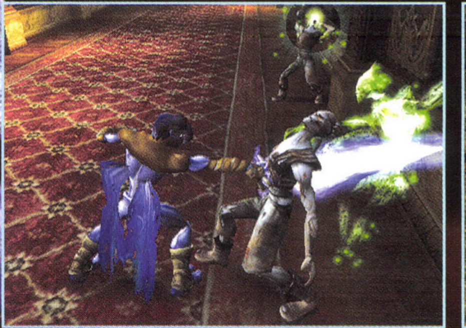
For Legacy of Kain: Defiance, Crystal Dynamics has decided to cast Kain and Raziel as co-stars, each with his own story that will intertwine with the other's. "We've united two strands of our story universe under a single banner," says Lead Designer Riley Cooper. "For the first time, the player will be able to play both as Raziel and Kain in one game, allowing for a more interesting



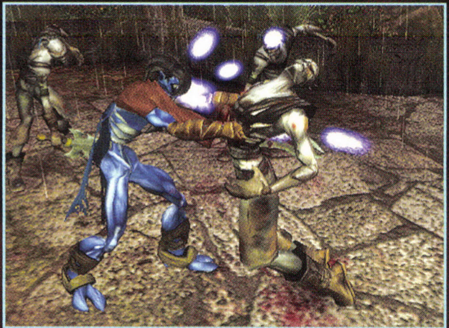
Kain slurps up some innocent mortal while the bad guys wait for their doom.



A lot of work is going into making Defiance's environments the most detailed and artistic in Kain's history. Crystal Dynamics will definitely push the PlayStation 2 to its limit.

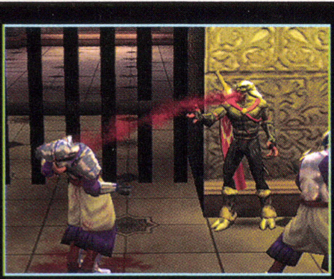


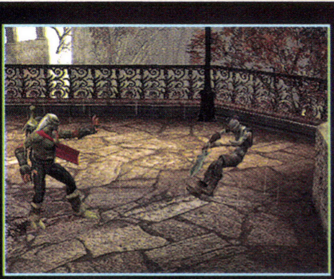
Raziel uses his own version of the Reaver blade to destroy and devour the souls of his enemies. Both characters have a version of the Reaver, and both have their own combos and attacks with the blade.

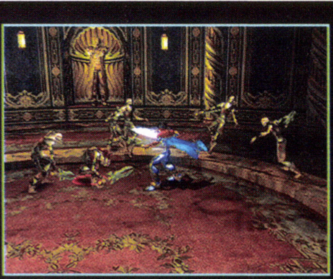


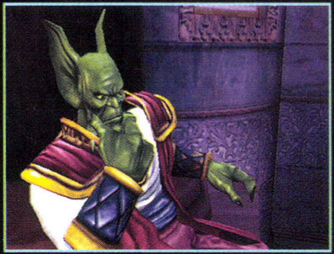
Soul Reaver fans will be pleased to see that Raziel is back. His story intertwines with Kain's to create a single story line that should keep fans of both Kain bloodlines happy.

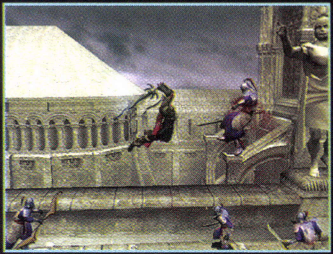
variety of game styles based on each character's abilities." The developers are being tight-lipped about the game's story line, but Senior Producer Matthew Guzenda was willing to drop some vague hints: "The game progresses through chapters that focus alternately on Kain and Raziel. Their actions affect each other, and their paths cross over the course of the game. As always, their relationship is tenuous—it's not clear whether they are truly allies or enemies, but throughout the game both characters are manipulated by dark forces that seek to undermine their destinies and destroy them."


Kain's defining ability–the power to suck out people's blood from many feet away–is back. This time, you'll be able to use the traditional bite-the-jugular attack as well.


Telekinesis will figure heavily in both combat and puzzles. Tossing enemies around is just the beginning.

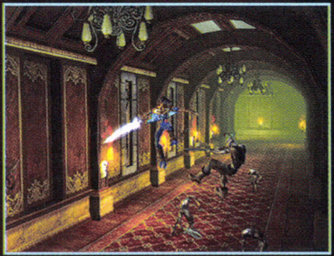

Raziel squares off against a pack of baddies. The new combat system really has to be seen to be believed.

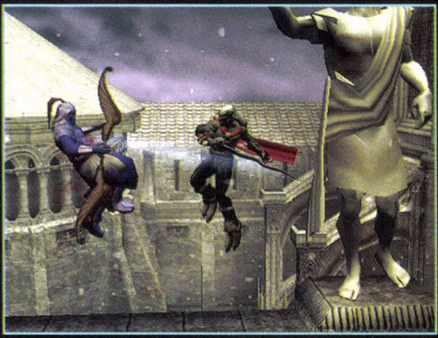

Fans of the series will recognize old faces among the new foes. Here, Vorador, a powerful vampire from Blood Omen 2, thinks back on the days when switch puzzles ruled the world.


Defiance's emphasis on action necessitated a new camera angle. Rather than following you the whole time, the camera picks the best angle and sticks with it until there's a better one.

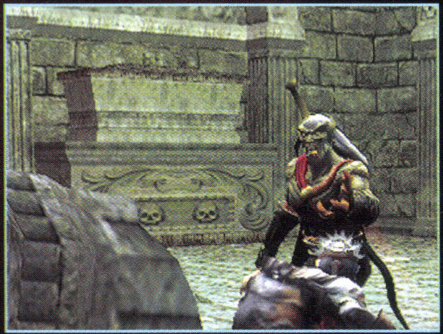
THE DARK ART OF KICKIN' ASS

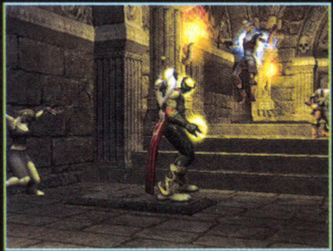
The intersection of the series' two major story lines would be enough alone to make the game interesting, but that's not the biggest change Crystal Dynamics has in mind—the oft-maligned fighting system is getting some major tweaks as well. "We've enriched the fighting mechanics with a cool new system of combos, many over-the-top moves, and improved enemy A.I.," says Cooper. "Raziel and Kain will no longer be able to pick up mundane weapons. Instead, each of them is armed with a different incarnation of the legendary Reaver blade for which they will acquire combat enhancements over the course of the game. These enhancements will allow them to perform special attacks and charge-moves within combat." Both Kain and Raziel will have new moves and combos designed specifically for fighting multiple enemies at once.


Not to be outdone by his former master, Raziel will have some new butt-kicking moves as well. Here, he beats the snot out of a foe who had the nerve to fly up into the air near him.


If you knock an enemy into mid-air, you can jump up and kick his ass before he even hits the ground.

Of course, Kain will still be able to drink his victims' blood from afar, and Raziel will retain the ability to devour souls and enter the spectral realm, but "we've taken a few story liberties with Kain and Raziel's powers for the sake of gameplay," says Guzenda. Most notable of which is the new telekinesis power, common to both Raziel and Kain. "Using a very simple but effective game mechanic, the player will be able to pick up or throw enemies into objects," says Cooper. "For example, the player can impale an enemy on a hanging spike or set the enemy on fire by throwing him into a flaming wall torch."

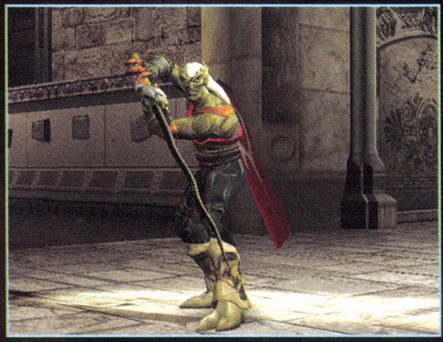

Kain returns in all his gory glory. Legacy of Kain: Defiance is, even more so than previous games in the series, not for the faint of heart.

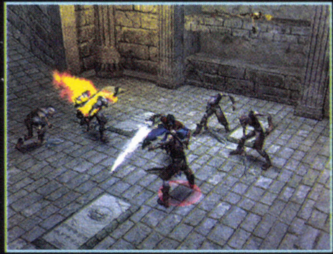

Kain uses telekinesis to throw his foe onto a flaming torch. Notice the human chained to the wall on the left–that's a health power-up for Kain.

CHANGE IS IN THE BLOOD

Anytime a long-running series faces some massive change, developers run the risk of alienating hardcore fans who thought the game was fine the last time. "We are fully aware of our loyal fans, and we have made a conscious effort with the game design to remain consistent with the Legacy of Kain universe," says Cooper. "Although we have made several changes to gameplay, each change has been to embrace the dark and violent nature of our characters and world."

Even with all the change, Crystal Dynamics doesn't seem worried. "We've created a unique world with believable characters that the players can really sink their teeth into," says Producer Rosaura Sandoval. "In Legacy of Kain: Defiance, we plan to expand and refine both the story and gameplay for an even richer experience. People who know and love the franchise will not be disappointed, and newcomers will be quickly engaged."


Kain poses in a rare moment of respite. The character models this time around seem much more detailed and stylized than before.


"Man, there's a lot of combat in this game. Oh well–at least it's better than more crates."

Intense tactical action that requires close-range, long-range and stealth combat
A completely original and unique sci-fi experience
Use TimeDilation to stop time and cue up insane combos

"Alter Echo has established itself as an innovative and intriguing action game that's both unique in its approach to combat and unusual in its artistic approach to landscapes and character design."
– IGN.com

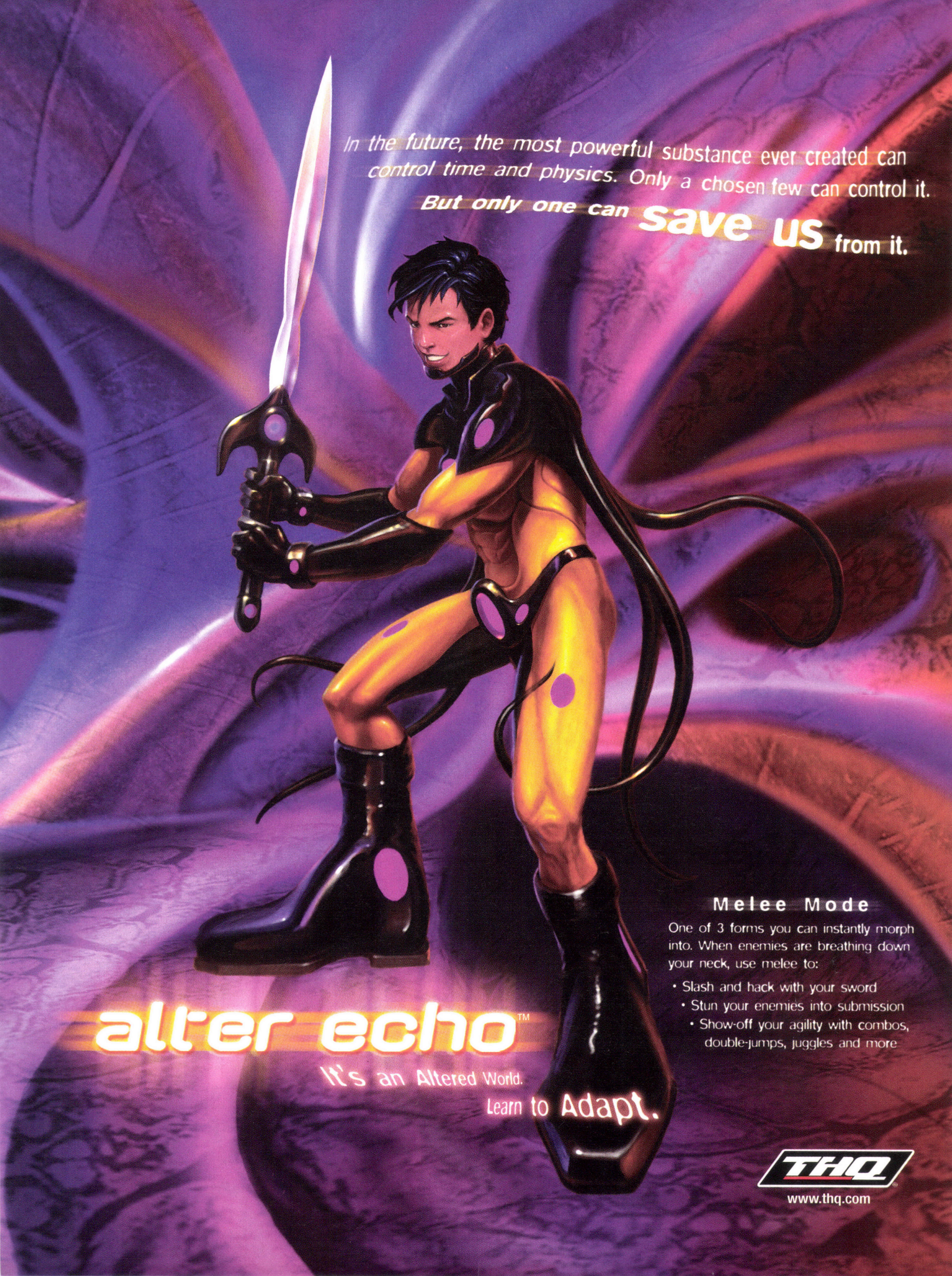
RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

PlayStation 2

XBOX

Outrage games

© 2003 THQ Inc. Alter Echo, Outrage, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



In the future, the most powerful substance ever created can control time and physics. Only a chosen few can control it.

***But only one can* save us from it.**

Melee Mode

One of 3 forms you can instantly morph into. When enemies are breathing down your neck, use melee to:

- Slash and hack with your sword
- Stun your enemies into submission
- Show-off your agility with combos, double-jumps, juggles and more

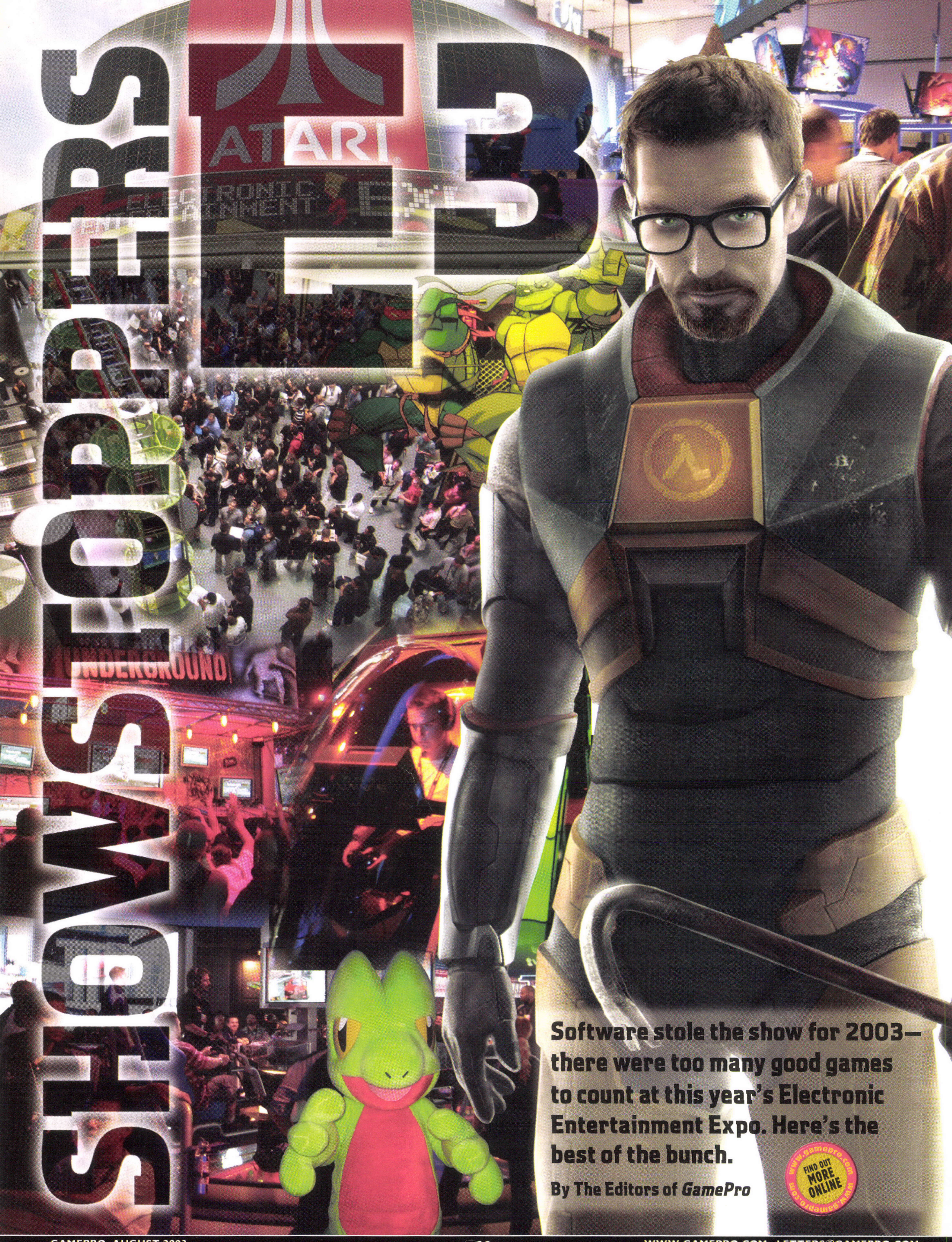
alter echo™

It's an Altered World.

Learn to Adapt.

THQ®

www.thq.com


ATARI
ELECTRONIC ENTERTAINMENT EXPO
UNDERGROUND

SHOWSTOPPERS E3

Software stole the show for 2003—there were too many good games to count at this year's Electronic Entertainment Expo. Here's the best of the bunch.

By The Editors of *GamePro*

www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com

E^3 SHOWSTOPPERS

1. Half-Life 2

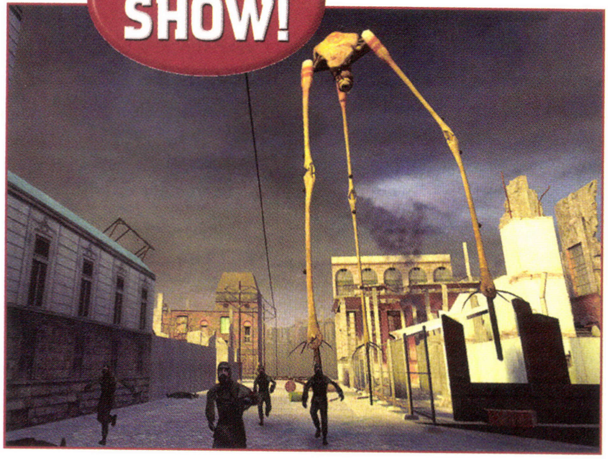
■ **PC/Xbox** ■ **Published by Sierra** ■ **Target release date: September**

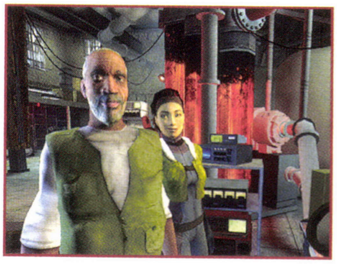
GAME of the SHOW!

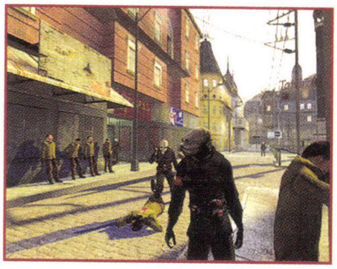
With Half-Life 2, there were only two questions: "Did you get into the tiny theater to see the half-hour PC presentation?" and "Could you believe what you saw when you got in?" Valve kept Half-Life's return a secret for four years, so when gamers finally got a glimpse, it was nearly complete (the game ships in just a few months) and thoroughly stunning.

Scientist/action hero Gordon Freeman has escaped the Black Mesa Research Facility and accepted a deal from the creepy G-Man at the end of Half-Life. Now he's in City 17, which is overrun by more interplanetary freakshows—some of which happen to be 30 feet tall, but others of which will fight by your side.

HL2's heart is the Source engine, which enables incredibly detailed physics—you'll see object and environment interactions with more realism and logic than ever before, from the subtle behavior of floppy mattresses to using barrels as shields and crushing enemies under heavy containers. Plus, it all looks freakin' gorgeous—water distortion effects, breathtaking lighting, and downright eerie facial animations. Oh, and the game is headed to the Xbox, too. Someone tell John Carmack that the bar is about to be raised.





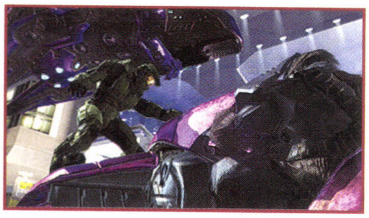


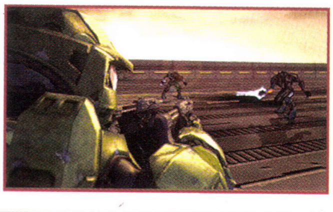
2. Halo 2

■ **Xbox** ■ **Published by Microsoft** ■ **Target release date: First Quarter 2004**

Since Half-Life 2 can be considered a "surprise," Halo 2 was surely the most anticipated game of E^3, and it delivered with eye-popping impact. A stunning 10-minute clip of live gameplay showed the Master Chief touching down in a sprawling, futuristic urban landscape as war raged between the Covenant and humanity. Along with the jaw-dropping visuals, the coolest part was how alive the scene felt as medics attended to injured troops and behind-the-lines activity buzzed everywhere.

As the Master Chief moved into battle, he showed off killer new skills like blazing away with a gun in each hand and hijacking Ghosts from Covenant pilots. However long it takes, it will be worth the wait.





3. Metal Gear Solid 3: Snake Eater

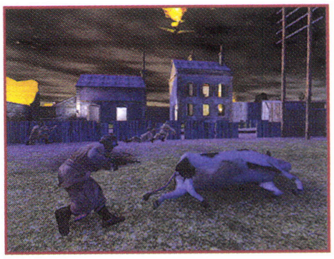
■ **PlayStation 2** ■ **Published by Konami** ■ **Target release date: 2004**

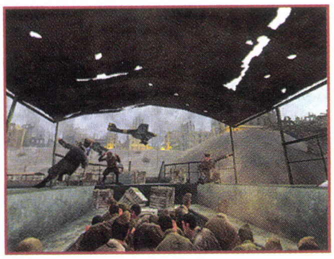
Metal Gear trailers are starting to become a much-anticipated annual E^3 event, but this Solid is noticeably different from others in the series. First, most of the action takes place in the jungle, and there's a new system of regaining lost health by eating snakes, fish, and other wildlife. Solid Snake is the main character this time, and although producer Hideo Kojima was his usual tight-lipped self, he did reveal that the game could take place before the other Metal Gear titles. Snake also has new abilities: He can use knives, plus dangle from ledges and use weapons simultaneously. Could 2004 be the year of the Snake?

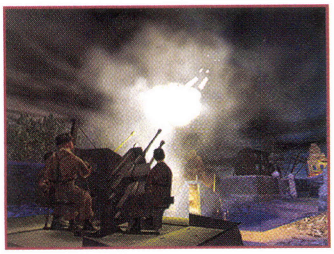
4. Call of Duty

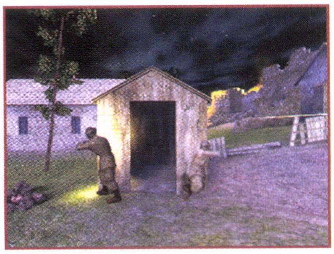
■PC ■Published by Activision ■Target release date: October

WHILE THE MEDAL OF HONOR series seems stuck in a rut, Call of Duty is hauling ass toward the front lines with the next evolutionary step in the genre. Rather than fighting alone or with a handful of fellow soldiers, Call of Duty puts you in action alongside a full squad. You don't worry about orders—your mates are smart enough to fight the way they should. The battles are packed with a huge level of activity and dazzling graphics as you play as a U.S. paratrooper, a member of the British Special Forces, and a Russian infantryman in 24 missions. In the battle over WWII FPS action, the impressive Call of Duty seems destined to win all the medals.



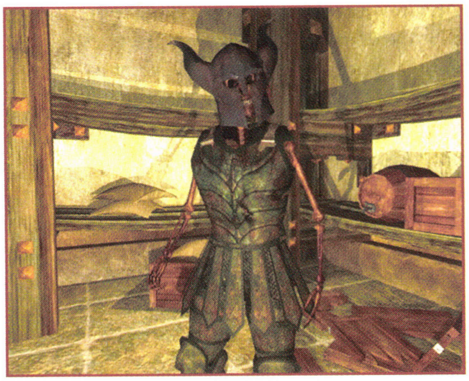




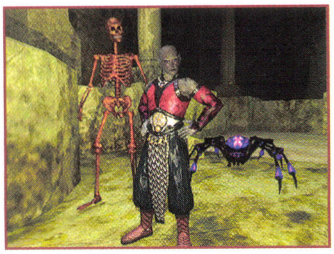


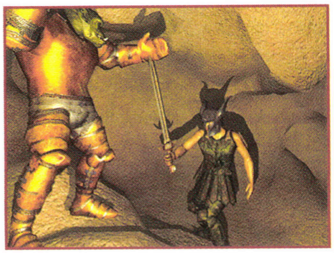
5. EverQuest II

■PC ■Published by Sony Online Entertainment ■Target release date: Winter 2003



AFTER A FOUR-year run, the Godfather of MMORPGs is getting a massive facelift, and calling it impressive is an understatement. While most games of the genre get away with lower graphical expectations, EverQuest II is going the other way, easily dwarfing all other MMO games at the show with its insane visual appeal. EverQuest II will also feature 48 classes (compared to EverQuest's 15) and a Tradesperson class for those players who would rather build than destroy. With all that and more going for EverQuest II, it was hard to find a better MMORPG on the show floor this year.

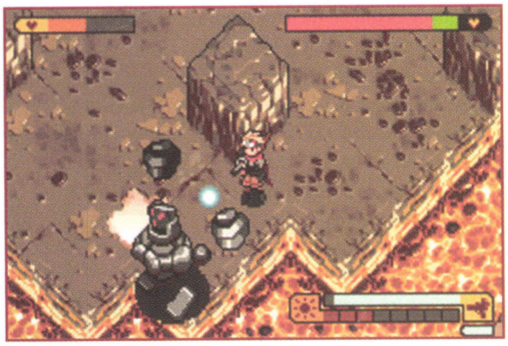


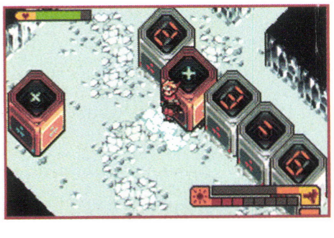


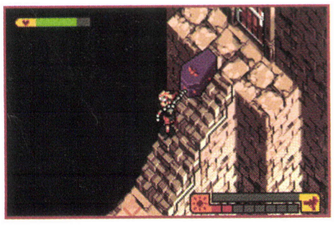
6. Boktai: The Sun Is in Your Hand

■Game Boy Advance ■Published by Konami ■Target release date: September

AS EVIDENCED BY the fact that the first five games on this list are essentially sequels, new ideas are hard to come by these days—especially good new ideas—but Hideo Kojima's light-sensing game is pretty, well, brilliant. As the first game to truly take advantage of the GBA's portability, the vampires and other night-dwelling enemies in Boktai actually lose strength in sunlight and gain powers in darkness (yes, real natural light and real natural darkness). It also earns massive bonus points for (A) encouraging people to actually go outside and get some fresh air as they play their games, and (B) being a really damn cool action/RPG even without the whole sun-sensing thing.

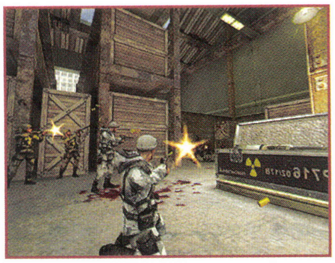


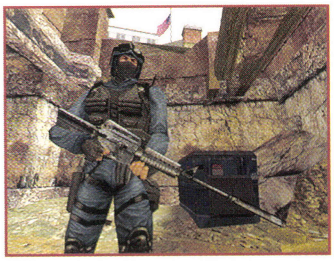




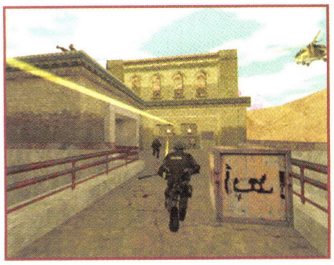
7. Counter-Strike

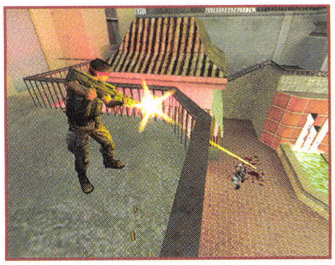
■Xbox ■Published by Microsoft ■Target release date: Winter 2003





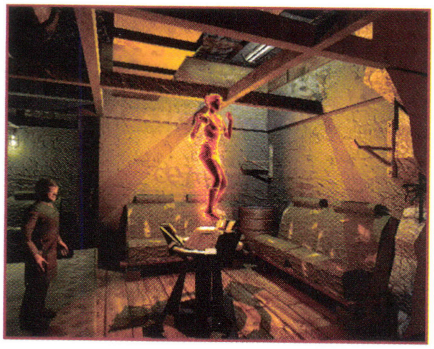
THE LEGENDARY TEAM-BASED first-person shooter that is still played religiously all over the world is finally debuting on the Xbox. Counter-Strike has graphically enhanced missions from its PC counterpart, Condition Zero; more than 25 realistic weapons; and new gadgets like a riot shield and blowtorch. You can also rest assured that Xbox Live will guarantee a cheat-free playing field, while players can find similarly skilled opponents thanks to Live's player-ranking system. Hands-on time with the game at E^3 already offered engaging gunfights; players can also look forward to a super-smooth online connection without a hint of slowdown.



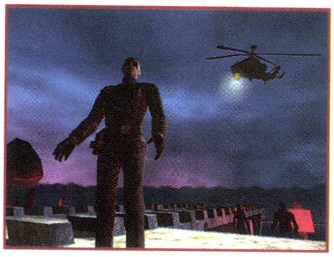


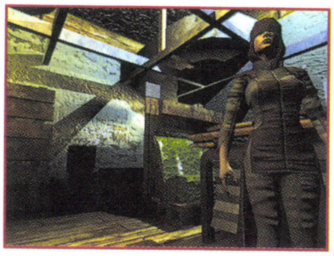
8. Deus Ex: Invisible War

■PC/Xbox ■Published by Eidos ■Target release date: November



THE FIRST OF two Ion Storm–developed games on the list this year, Invisible War is a favorite at *GamePro*, and E^3 reminded everyone why. Showing off the game's unparalleled physics engine and ambitious graphics technology (doing Doom 3–esque effects on the Xbox by the end of the year), the E^3 build proved that designer Warren Spector and crew have kicked their futuristic paranoid thriller into high gear. The coolest feature had to be the Bot Domination Biomod, which enables players to take control of the wandering robots in the game—including hulking military bots. Deus Ex: Invisible War is a hard game to show in an E^3-type environment, but its complexity and coolness managed to show through regardless.

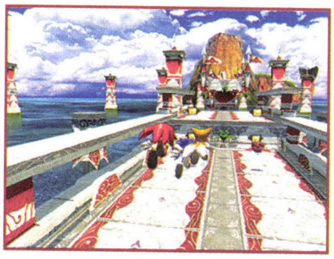


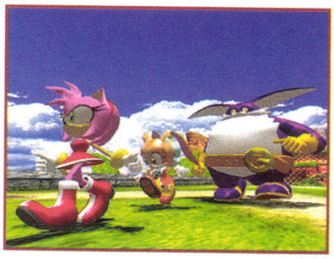


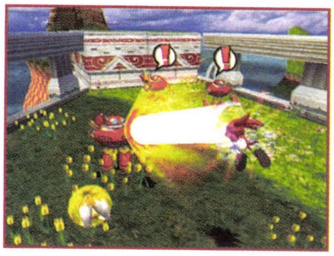
9. Sonic Heroes

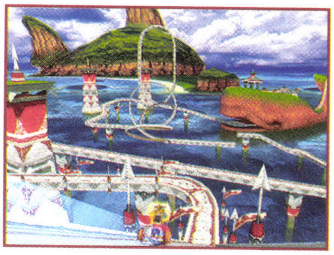
■PlayStation 2/Xbox/GameCube ■Published by Sega
■Target release date: First Quarter 2004

SONIC TEAM HAS returned! And while they were in console-game stasis, they also figured out a solution to their top series' main problem—how do you keep things Sonicky without boring gamers to tears in the other characters' stages? The answer: give the player three characters at once and the ability to switch heroes when the situation calls, then make all the stages absolutely enormous. There are four character teams, so you'll get your hands on 12 speedy creatures before the game is through. If the game sounds like a bit of an improvement, that's because it is—in fact, it could be the most solid Sonic game yet.







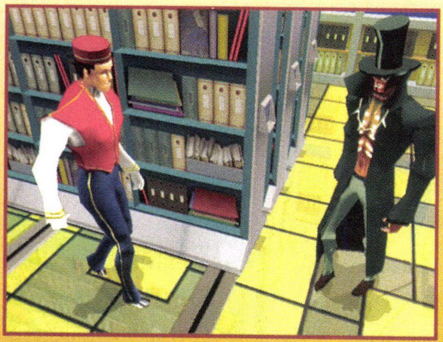


Ones To Watch

These titles looked very promising but early—keep your eyes open for 'em in 2004.

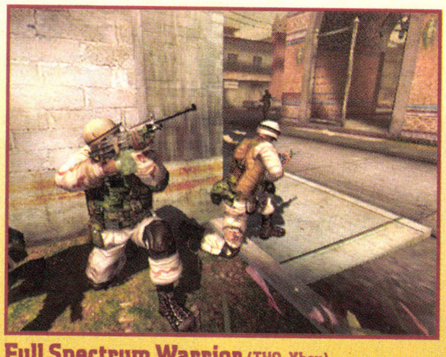
Doom 3 (Activision, PC/Xbox)
While this 2002 E^3 darling was only shown on a looping video this year, the phrase "just like Doom 3!" was heard everywhere.

Dungeon Siege 2 (Microsoft, PC)
It's still pretty far out, but this action/RPG sequel looks like it could top the original.



Evil Genius (Vivendi Universal, PC)
Dungeon Keeper meets Dr. Evil! Build your volcanic island lair, manage your minions and henchmen, and develop a frickin' doomsday device.

Fable (Microsoft, PC/Xbox)
This high-concept Peter Molyneux RPG was once just promising ideas...now they're congealing into a promising game.

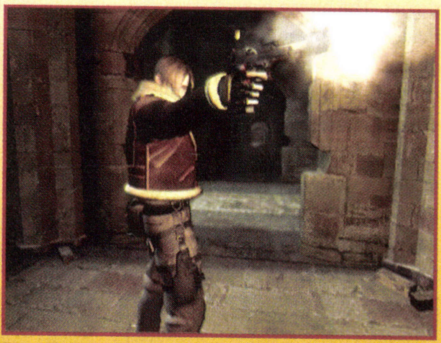


Full Spectrum Warrior (THQ, Xbox)
A civilian version of the U.S. Army's team-based urban conflict game—direct from G.I.s to you

Kunoichi (Sega, PlayStation 2)
Called a Shinobi "side story," Kunoichi stars a female ninja in demon-infested Tokyo.

Middle-Earth Online (Black Label/Vivendi Universal, PC)
Tolkien literally wrote the book on fantasy; now The Lord of the Rings goes massively multiplayer.

Mythica (Microsoft, PC)
Mingle with the gods and gain worshippers in Microsoft's first in-house MMORPG.



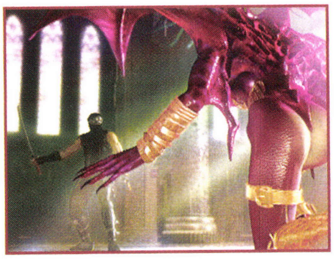
Resident Evil 4 (Capcom, GameCube)
Capcom showed off the latest trailer, and it can be summed up in one word: scary!

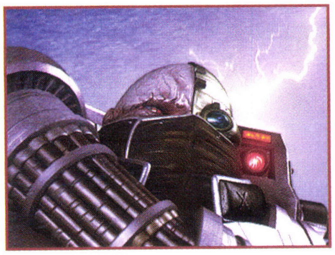
True Fantasy Live Online (Microsoft, Xbox)
Think Dark Cloud 2 Online with Final Fantasy XI–style battles—except more user-friendly.

10. Ninja Gaiden

■ Xbox ■ Published by Tecmo ■ Target release date: Winter 2003

It takes a special Xbox game to stand out from all the pretty faces in the E^3 crowd, but Ninja Gaiden did just that. The gorgeous graphics and turbo-charged gameplay wowed showgoers, and proved that this isn't just another "me too" ninja game. Story details are being kept vague, but we do know the evil Vigor empire has massacred the ninja clan of Ryu Hayabusa, and it's up to him to seek vengeance by reclaiming the magic sword "Ryuken." Along with the standard sword and throwing stars, Ryu can use a host of weapons like bow and arrows, nunchaku, and even ninja magic.



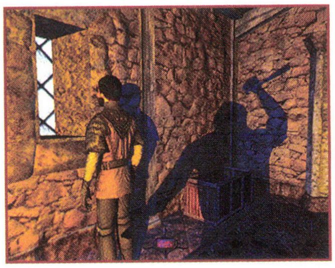


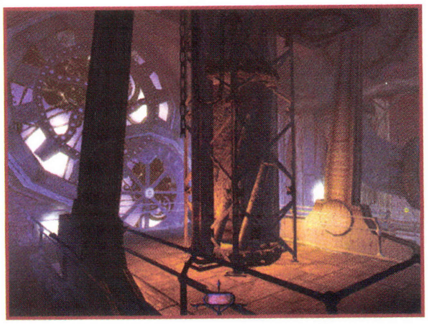
NINJA GAIDEN
©TECMO,LTD. Team NINJA 2002

11. Thief 3 (working title)

■ PC/Xbox ■ Published by Eidos
■ Target release date: Winter 2003

As the long-awaited third installment in the series that helped redefine the first-person action genre, Thief 3 had a subtlety and sophistication that most other titles at the show lacked. Using a slightly modified version of the physics and graphics engines used in Ion Storm's Deus Ex: Invisible War, Thief 3 showed a medieval world where you, as Garret the thief, must sneak about, steal valuable objects, complete missions, and generally make a nuisance of yourself. The game's physics enable you to roll barrels down stairs to distract guards, hide in shadows to evade capture, and extinguish torchlights with water arrows; and the slightly faster pace should appeal to console gamers who thought the other Thief games were too slow and cerebral.

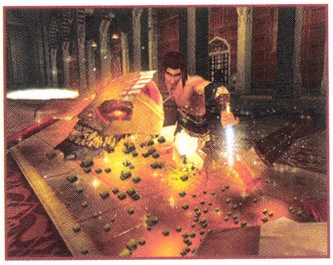


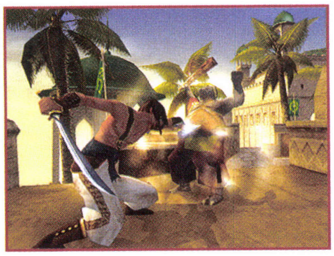


12. Prince of Persia

■ PlayStation 2/Xbox/GameCube ■ Published by Ubi Soft ■ Target release date: Fall 2003

The original Prince of Persia became an instant classic when it debuted over 10 years ago, and the brand-new 2003 model is looking like it might attain a similar level of greatness. The E^3 demo featured well-rendered backgrounds and interactive objects like flowing drapes. The prince himself animated fluidly and navigated all manner of obstacles with stylish flair. The fighting system was handled smoothly with attacks based on proximity to your opponents. At various points, dramatic zooms and alternate angles punctuated noteworthy feats and developments, giving the game a highly cinematic feel.

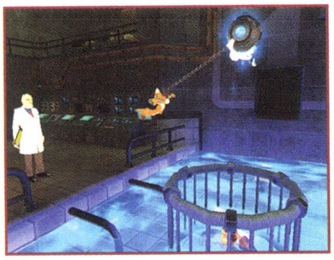


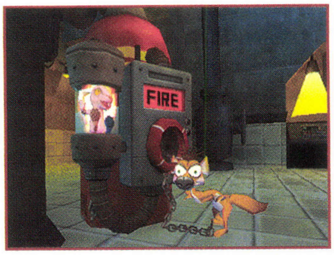


13. Whiplash

■ PlayStation 2/Xbox ■ Published by Eidos ■ Target release date: Fall 2003

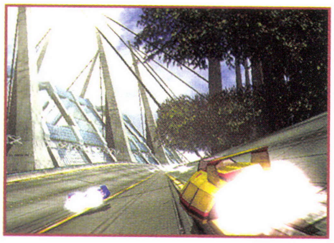
E^3 attendees may have visited Eidos's booth for Tomb Raider, amateur wrestling, and free breath mints, but they stayed for this underground surprise, previously titled Chain Gang (see *GamePro*, June). It's not that Whiplash does anything jaw-crackingly new with the 3D-platformer genre—once you've pelted one evil scientist with a radioactive bunny, you know, you've pelted them all. The charm here lies more in the graphical style and the hilarious design. Spanx (you) and Redmond (the lagomorphic weapon at your disposal) are amusing characters—half the battle, really, considering how many "funny" action games fail at that—and the situations you hi-yah them through can get downright hilarious in places.



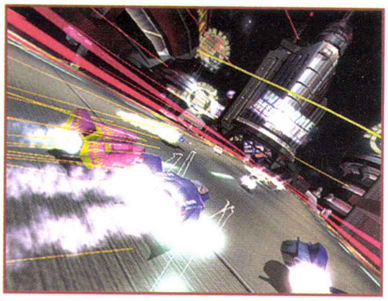


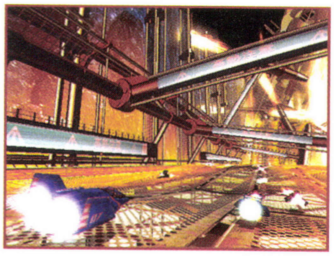
14. F-Zero GX

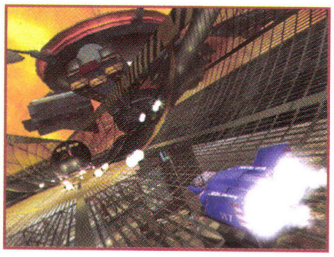
- GameCube
- Published by Nintendo
- Target release date: Fall 2003



PREVIOUS GAMES IN Nintendo's hover-racing series only hinted at the jolt of pure adrenaline that F-Zero GX provided at the E³ show. The wild turns, dramatic jumps, and huge amount of competitors onscreen push the experience way past that of similar futuristic racing titles. You can take your pick from 30 pilots and race through 20 tracks spread across the galaxy. The usual array of modes like Grand Prix, Time Attack, and Vs. are available, but the real treat is the Story mode, which follows the exploits of Captain Falcon. Points you earn in races can be used to buy parts and build a custom racer.



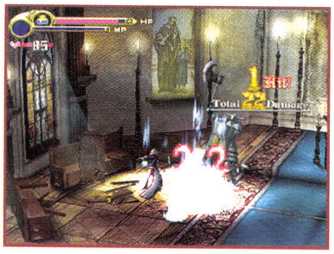


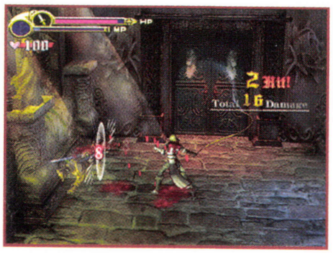


15. Castlevania: Lament of Innocence

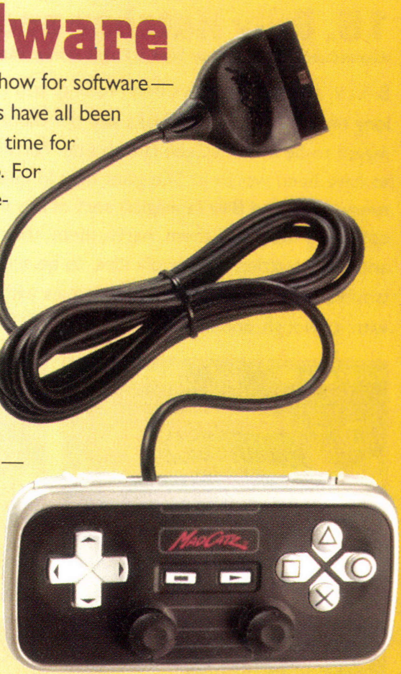
- PlayStation 2
- Published by Konami
- Target release date: November

LAMENT OF INNOCENCE is Castlevania in 3D but done right. Forget the 'vania titles on the Nintendo 64—this entry is strikingly alive with exciting gameplay and creepy environments. Moving and fighting in 3D space is simple; you never lose track of your characters or enemies; and the special effects are some of the best in the series. Lament is the first game in the Castlevania lineage, and it follows the adventures of the first Belmont, Leon, as he's out to rescue his kidnapped sweetheart from Count Dracula. The narrative promises to reveal the mysterious link between Dracula and the Belmonts…along with the family's affinity for whips.



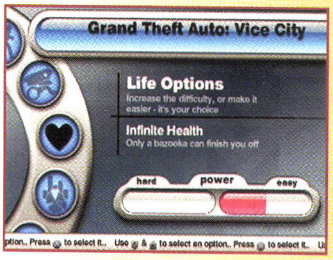


Hot Hardware



IT WAS DEFINITELY a hot show for software—but now that the latest consoles have all been out for at least a year, it's prime time for peripherals and accessories, too. For instance, Pelican showed an awesome A/V switcher that is light years ahead of any other product out there. The Pro System Selector offers eight inputs, two outputs, and support for just about every kind of cable you can think of: composite, S-video, component, optical audio, and even Ethernet—the thing works as a hub for network gaming, too. It's $100, but if you're a power gamer, you'll want it.

Datel's next revision of the Action Replay cheat device offers a completely new interface that makes things much easier and—dare it be said—sexy. The as-yet-unnamed new version instantly recognizes your game, then offers you an easy-to-navigate menu with all the appropriate cheats preloaded with a simple wheel menu—and it won't let you turn on two cheats at the same time that will crash the game. You can also download new cheats from the Internet—no typing (but it does support a USB keyboard if you want it). A memory manager is built in, too, as well as the RegionX utility, which lets you watch foreign DVDs on your PS2 with no modifications.



Grand Theft Auto: Vice City

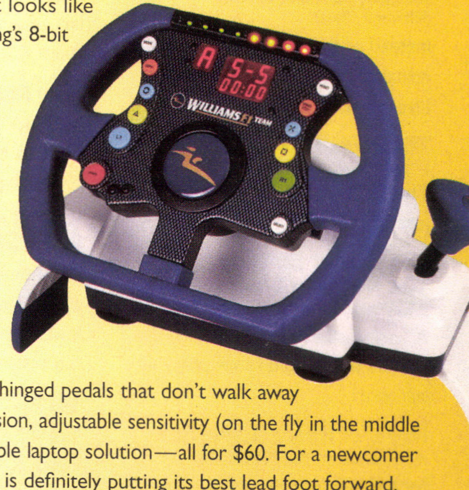
Life Options
Increase the difficulty, or make it easier - it's your choice

Infinite Health
Only a bazooka can finish you off

hard power easy

ption.. Press to select it.. Use & to select an option.. Press to select it.. U

Mad Catz put a big push behind its newly acquired GameShark, but the company also showed its Xbox microphone (which will ship with Xbox Music Mixer) and the decidedly old-school RetroCon, a fully functional PS2 gamepad (complete with rumble effects, dual analog sticks, pressure-sensitive buttons, and a cool blue glow from inside) in a shell that looks like it came straight from gaming's 8-bit glory days. For $25, how can you not?



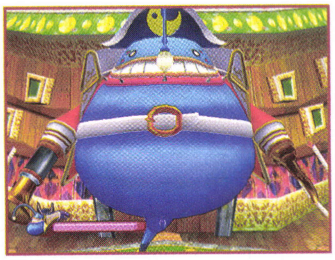
Steering wheels aren't usually the hottest things going, but top-selling U.K. brand JoyTech is set to unleash a killer wheel. Don't think about the Williams F1 license, but focus on the functionality: entirely reprogrammable buttons, stick and butterfly shifters, hinged pedals that don't walk away from you, ball-bearing precision, adjustable sensitivity (on the fly in the middle of a game!), and a comfortable laptop solution—all for $60. For a newcomer to the U.S. market, JoyTech is definitely putting its best lead foot forward.

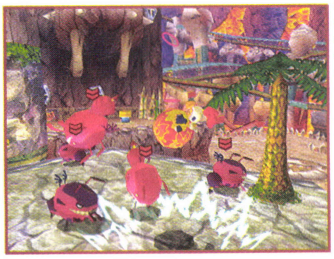
Watch GamePro Labs for all the goods this coming year!

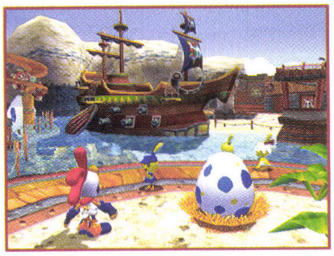
16. Billy Hatcher and the Giant Egg

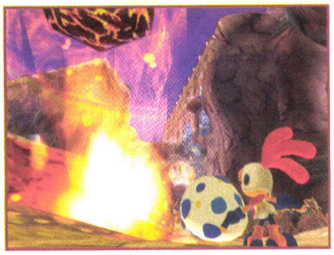
■ GameCube ■ Published by Sega ■ Target release date: Winter 2003

BILLY HATCHER HAS been rolling, and rolling, and rolling for a very long time—Designer Yuji Naka said the GameCube exclusive was originally meant to be a GameCube launch title. Fortunately, the hard work appears to have been worth it. The giant eggs in question are strewn throughout every stage, and Billy (a magical sort of boy in an endearing sort of chicken costume) must roll them, hatch them, then use them to defeat enemies and solve puzzles. It's a goofy idea, to be sure, and some E^3 attendees had trouble getting past the "squish enemies with eggs" stage of gameplay. Stick with it, though, and it's gold.



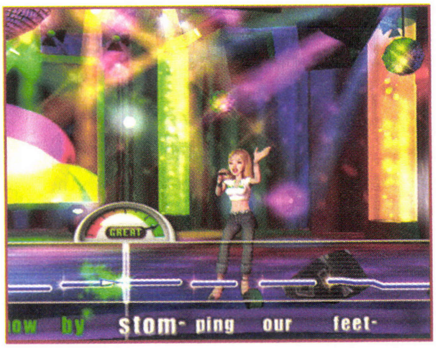




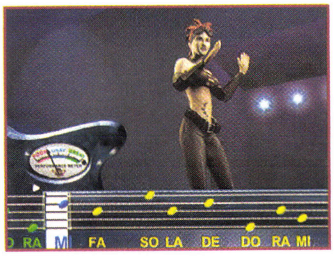


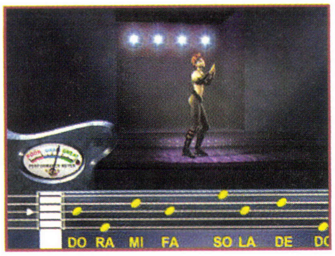
17. Karaoke Revolution

■ PlayStation 2 ■ Published by Konami ■ Target release date: November



KONAMI'S QUEST TO form an entire band using only PS2 peripherals continues with Karaoke Revolution, the ultimate in multiplayer embarrassment and an excellent use of the PS2 headset microphone. Think Dance Dance Revolution except you sing instead of step. Don't worry too much if you suck—the game includes lots of handicapping options for the tone deaf and even recognizes octave shifts in case the song you're singing happens to be out of your vocal range. The game will ship with about 30 "instantly recognizable songs" from every musical genre, so there's bound to be something to suit your taste. Oh, and bonus points are awarded for out-American-Idol-ing the official American Idol game.





Disappointments

1080° Avalanche
(Nintendo, GameCube)
The original N64 game was a masterwork of beautifully responsive controls, but this sequel's snowboarding felt utterly average.

Conker: Live & Uncut
(Microsoft, Xbox)
Instead of doing a new game, Rare remakes the N64 one with Xbox Live support. Bollocks.

The Fast and The Furious
(Vivendi Universal, PS2/Xbox)
The game didn't do the movie justice at E^3. Slow and spurious.

The Lord of the Rings: The Treason of Isengard
(Black Label/Vivendi Universal, PS2/Xbox)
A hack-n-slash game based on the second book...didn't we play this last year?

Medal of Honor Rising Sun
(EA Games, PS2/Xbox/GameCube)
MOH invented the WWII shooter genre, but Rising Sun seems stuck within its too-familiar boundaries while competitors innovate.

N-Gage (Nokia)
Hand-straining controls, slow-motion gameplay, and a "reasonable" list price of $299. Pass.

Seven Samurai 20XX
(Sammy Studios, PlayStation 2)
It uses the SS license, but the game has very little to do with the classic Akira Kurosawa film.

Star Fox (Nintendo, GameCube)
Nintendo's star in space should come back to Earth for major repairs—everything is falling apart.

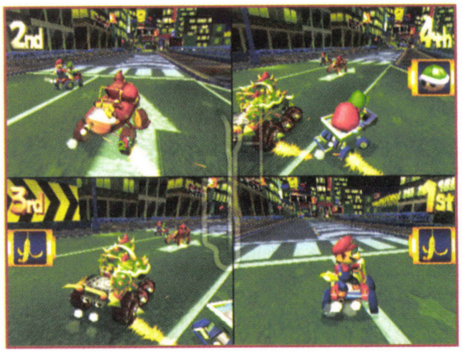
Star Wars Rogue Squadron III: Rebel Strike (LucasArts, GameCube)
Attendees spent 45 seconds on average with the cumbersome on-foot missions before putting down the controller.

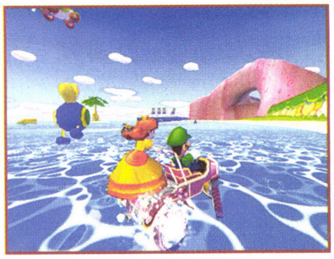
Vectorman (Sega, PlayStation 2)
Good-bye beloved segmented hero. Hello generic, green-armored robo-warrior. What happened to the vectors, man?

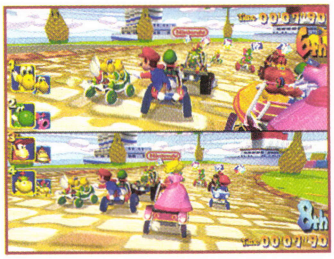
18. Mario Kart: Double Dash!!

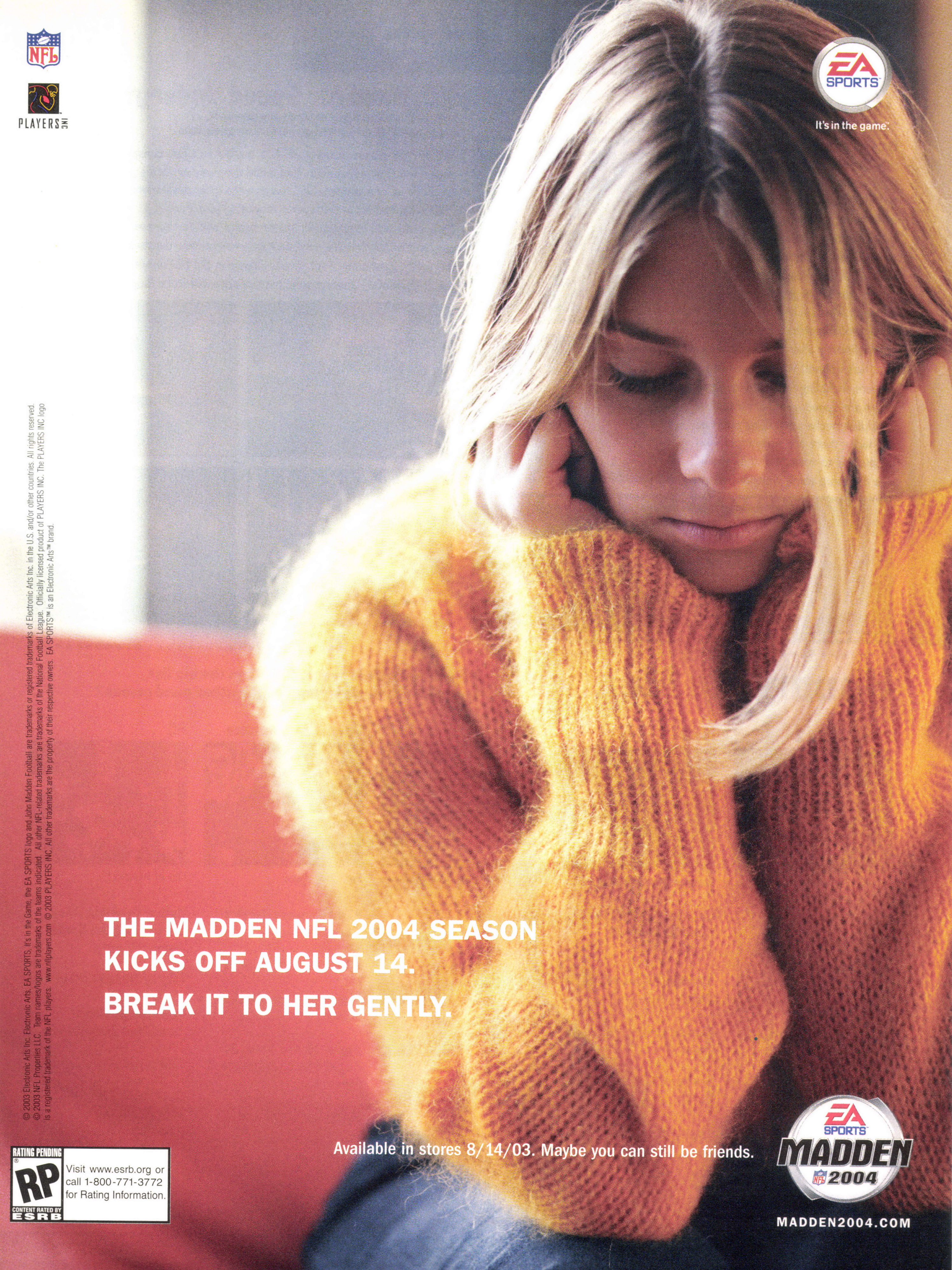
■ GameCube ■ Published by Nintendo ■ Target release date: Fourth Quarter 2003

OKAY, SO IT'S not much to look at, but what most people consider to be the ultimate multiplayer Nintendo game finally makes its GameCube debut—and hey, whaddya know, it's still mad fun! Having two characters in your car adds a lot more to the gameplay than you'd initially expect since you can switch drivers (and therefore abilities) on the fly, and items you pick up are eternally tied to whoever happened to be riding in back at the time. If you have the GameCube Game Boy Player, you can use a link cable to connect your GameCubes together, meaning up to eight people can participate on the eight televisions you no doubt have lying around your house.









It's in the game.™

THE MADDEN NFL 2004 SEASON KICKS OFF AUGUST 14.

BREAK IT TO HER GENTLY.

Available in stores 8/14/03. Maybe you can still be friends.

MADDEN 2004

MADDEN2004.COM

RATING PENDING

RP

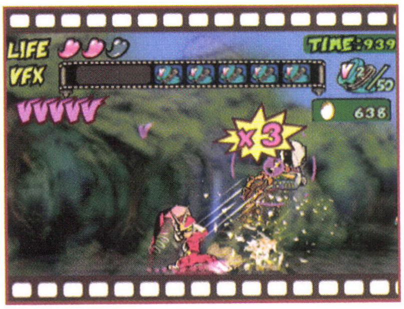
CONTENT RATED BY ESRB

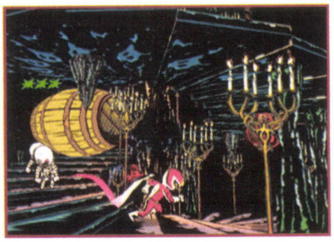
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, It's in the Game, the EA SPORTS logo and John Madden Football are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. © 2003 NFL Properties LLC. Team names/logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2003 PLAYERS INC. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

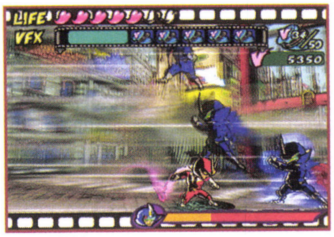
19. Viewtiful Joe

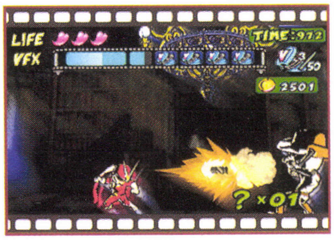
■ GameCube ■ Published by Capcom ■ Target release date: September





DESPITE THE AWKWARD title, Viewtiful Joe could be a giant sleeper hit. The game's a traditional old-school side-scroller, but its unique aspects make it more than a run-of-the-mill genre offering. You play as Joe, an ordinary guy out to rescue his girlfriend who has been sucked into a sort of motion picture netherworld. Shortly after Joe begins pursuit, he's imbued with super-hero powers, including the ability to slow down and speed up time. Not all of Joe's play mechanics involve punches and kicks; there are several perplexing puzzles to solve, and they should give the game some welcome variety.

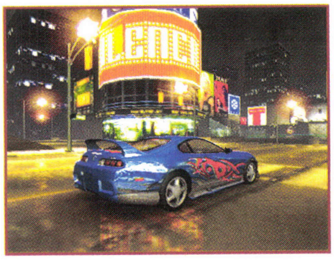


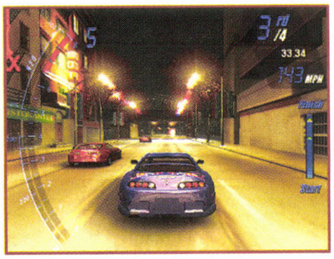


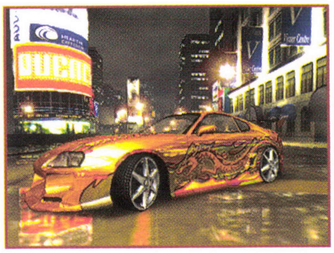
20. Need for Speed Underground

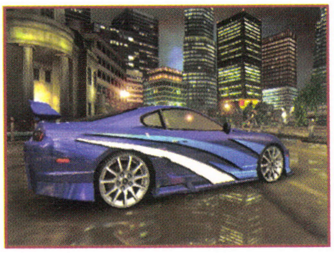
■ PlayStation 2/Xbox/GameCube/Game Boy Advance/PC
■ Published by EA Games ■ Target release date: Spring 2004

WITH UNDERGROUND, EA's trading its sleek European imports for real-world Japanese tuners. And while the tweaker racing genre certainly is crowded all of a sudden, NFS has an edge in its developer: Black Box, the folks who turned in last year's scorching Hot Pursuit 2. Honda, Toyota, Mitsubishi, and every other major brand will be represented, along with customizing touches like vinyl packages, body mods, decals, neon packs, and more. The sensation of speed was intense in the PS2 preview; compared to the competition, Underground has the potential to be king of the streets.









Honorable Mentions

Hey, if there's only room for 20 on the big list, how else do you give props to the other good games?

PlayStation 2

Jak II

Final Fantasy X-2 (Square Enix U.S.A.)

Jak II (Sony)

Onimusha 3 (Capcom)

Secret Weapons Over Normandy (LucasArts)

Tony Hawk's Underground (Activision)

Xbox

Teenage Mutant Ninja Turtles

Crimson Skies: High Road to Revenge (Microsoft)

Kameo: Elements of Power (Microsoft)

Men of Valor: Vietnam (Vivendi Universal)

Teenage Mutant Ninja Turtles (Konami)

Top Spin (Microsoft)

GameCube

Final Fantasy Crystal Chronicles

Geist (Nintendo)

Final Fantasy Crystal Chronicles (Nintendo)

Harry Potter: Quidditch World Cup (EA Games)

Metal Gear Solid: The Twin Snakes (Konami)

Pac-Man (Nintendo)

Game Boy Advance

Sword of Mana

Final Fantasy Tactics Advance (Nintendo)

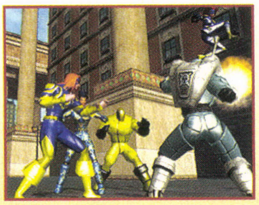
Mario & Luigi (Nintendo)

Metroid: Zero Mission (Nintendo)

Super Mario Bros. 3: Super Mario Advance 4 (Nintendo)

Sword of Mana (Nintendo)

PC



City of Heroes

Call of Cthulhu: Dark Corners of the Earth (Bethesda Softworks)

City of Heroes (NCsoft)

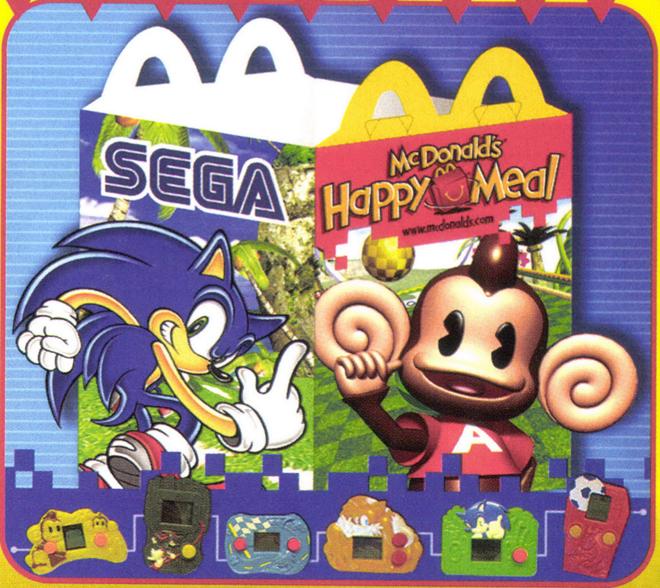
Counter-Strike: Condition Zero (Sierra)

The Sims 2 (EA Games)

Star Wars Jedi Knight 3: Jedi Academy (LucasArts)

ENTER THE SUPER SONIC SUMMER CONTEST!

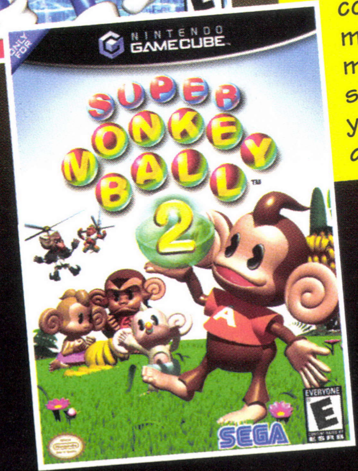
Sonic The Hedgehog is coming to McDonald's® Happy Meals® this summer. Sonic The Hedgehog fans everywhere can collect six handheld electronic video games exclusively at McDonald's*! But we're offering GamePro readers the chance to win an extra special run of the entire set along with lots of other cool prizes!



Log on to
www.gamepro.com
for more details and to enter the contest!

NINTENDO GAMECUBE
SONIC ADVENTURE DX Director's Cut

Sonic and friends return in their original amazing adventure! Experience the epic thrills on the Nintendo GameCube with enhanced graphics, more action, and all-new content.



This ultimate party game comes jam-packed with more party games, more mini-games, and enough simple-to-play fun to keep your gatherings going the distance.

(1) Grand Prize

- Limited Collector's Edition of All the Happy Meal Games
- One-Year Subscription to GamePro
- GamePro T-Shirt
- GamePro Presents Sonic Action Figures
- Copy of Sonic Adventure DX: Director's Cut
- Copy of Super Monkey Ball 2

(10) Second Place Prizes

- One-Year Subscription to GamePro
- GamePro T-Shirt
- GamePro Presents Sonic Action Figures
- Copy of Sonic Adventure DX: Director's Cut
- Copy of Super Monkey Ball 2

(10) Third Place Prizes

- Copy of Sonic Adventure DX: Director's Cut
- Copy of Super Monkey Ball 2

EVERYONE E CONTENT RATED BY ESRB

Products displayed are rated E: Everyone.

* At participating McDonald's while supplies last. CAUTION: May contain small parts. Not intended for children under 3. Ask about a Fisher Price toddler toy for kids under 3.
SEGA is registered in the U.S. Patent and Trademark office. SEGA, the Sega logo, Sonic Adventure, and Super Monkey Ball are either registered trademarks or trademarks of Sega Corporation. © SEGA, 1991-2003. © SONICTEAM/SEGA, 2000-2003. © AMUSEMENTVISION/SEGA, 2001-2003. All Rights Reserved. DOLE® and DOLE & Sun Design® are registered trademarks of Dole Food Company, Inc. © 2003 McDonald's Corporation. McDonald's, The Golden Arches Logo and Happy Meal are trademarks of McDonald's Corporation and its affiliates. ™, ®, and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.

SEGA® McDonald's Happy Meal JOYRIDE studios GAMEPRO WORLD'S LARGEST INDEPENDENT MULTIPLATFORM GAMING MAGAZINE

ALL THE EPIC THRILLS · BONUS MINI-GAMES · NE

EVERYONE

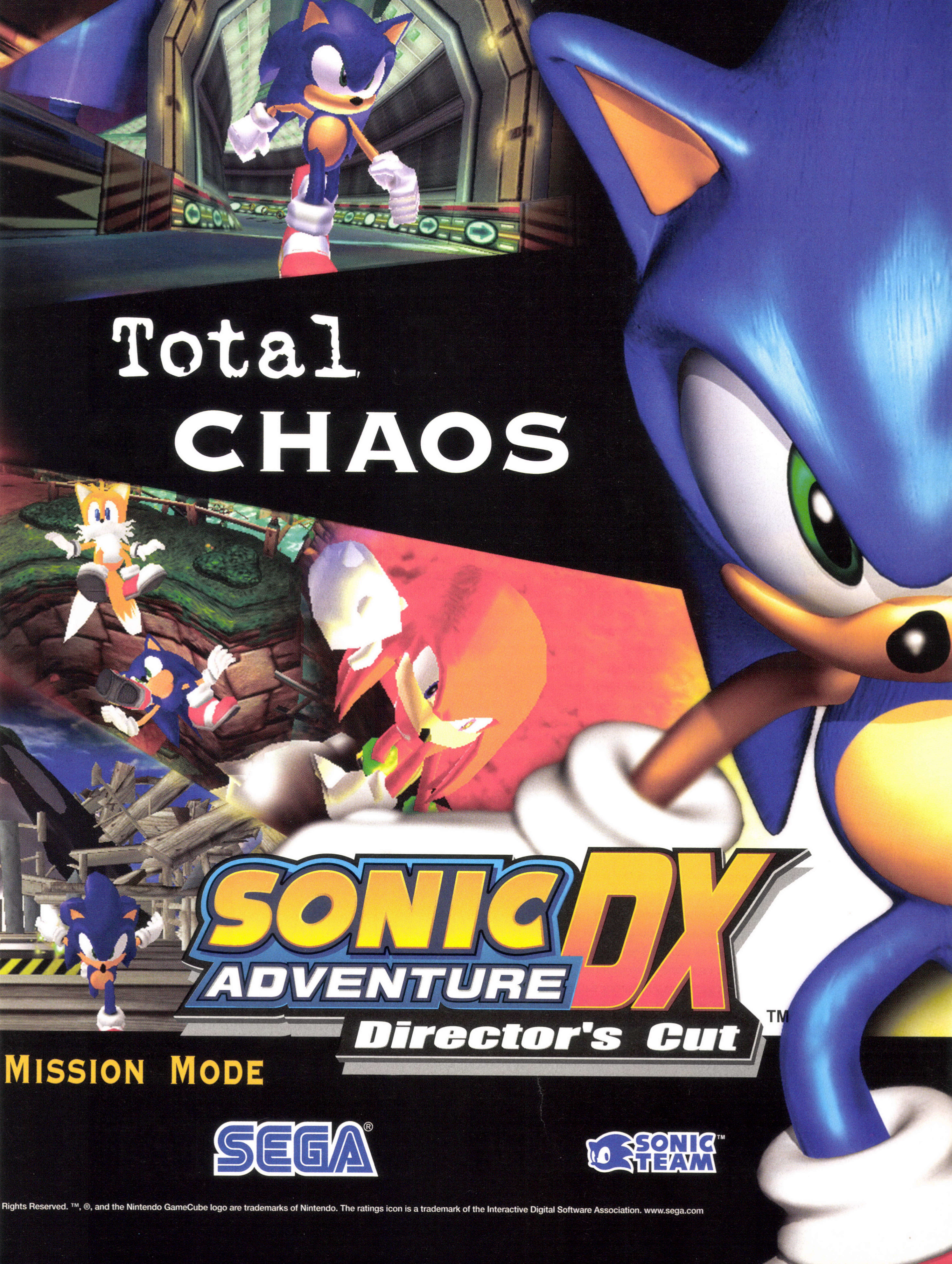
E

CONTENT RATED BY ESRB

Violence

NINTENDO GAMECUBE™

Sega is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, Sonic Adventure and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. Original Game ©SEGA ©SONICTEAM

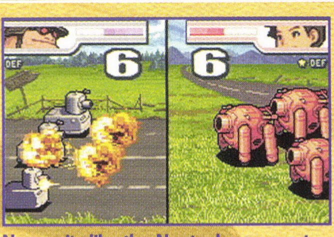

Total
CHAOS
SONIC ADVENTURE DX
Director's Cut
™
MISSION MODE
SEGA®
SONIC TEAM™

Rights Reserved. ™, ®, and the Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. www.sega.com

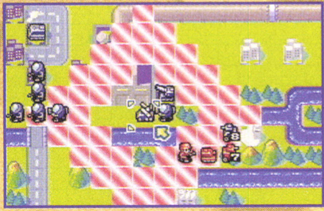
Advance Wars 2: Black Hole Rising

Advance Wars 2 is pocket déjà vu, a recurring dream about a place you've been a hundred times before. Luckily, it's a place filled with happy memories and candy, and not some hellish pit filled with demons and spikes and evil robots made of demons and spikes.

The best thing about Advance Wars 2: Black Hole Rising is that it pretty much hurls you into the thick of things right at the beginning. The three original COs (Andy, Sami, and Max) are all present right away, and the tutorial missions are severely abbreviated. A few new thingies have been added to the roster: COs now feature two power-up levels, and eventually the game introduces new enemies like giant stationary cannons and new units like spider-lookin' Neotanks—but none of the new stuff is earth-shattering by any stretch of the imagination. The game still uses the same exact graphics—good, cartoony, and clean. Terrain bonuses and unit advantages all work the same, and even most of the music is the same—not that it's a bad thing since the original featured some pretty rousing fanfares.



New units like the Neotank are eventually introduced, but not all that much is different from the original Advance Wars.



PROTIP: Attackers get a huge damage bonus. If you can't attack an enemy unit, try to end your turn out of its range (hold down B on top of the unit to check it).

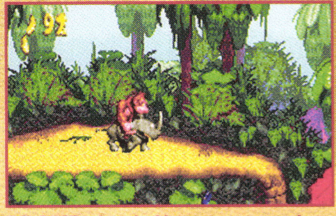
Just like its predecessor, Advance Wars 2 is a great, excellently balanced, and super-fun strategy game, but it feels more like an expansion pack than a sequel. If you've never played the first one, skip right to number two. If you've still got the old one unfinished and sitting in your GBA carrying case, you might as well dust that one off instead of paying for the same game again. But play one of 'em, dammit. This is dang good stuff. *G*

BY STAR DINGO

- Developed by Intelligent Systems
- Published by Nintendo
- $29.99
- Strategy
- Available now
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

Donkey Kong Country

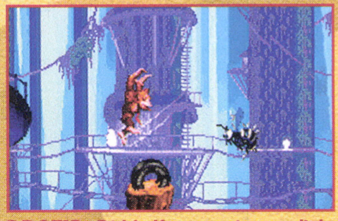


PROTIP: Jungle Hijinx is easy and packed with 1ups, making it a good place to build up your lives stockpile.

Released in 1994, Donkey Kong Country is a historically significant game. This GBA port is a window back to that glorious age when Nintendo was undisputed king, Rare was its prince, and all you needed to build hype was to mention Silicon Graphics on the box.

DKC was the first hop-n-bop to emphasize the "you're not done until you find *all* the bonus stuff" vibe that permeates platform games today, so you'll likely spend more time hunting down K-O-N-G letters and throwing barrels at random walls than actually playing the game itself. This makes an already-challenging game one of the hardest Nintendo's ever released.

For the GBA version, Nintendo's added a set of extras that redefine "hit-n-miss." The two-player co-op mode is a lot of fun, especially if you're very serious about discovering all the hidden rooms. Otherwise, just forget about the bonuses—the hidden photos are annoying to track down, and the mini-games seem tacked on at the last minute. It would have been better if Nintendo spent more time on a little polish instead—the graphics and sound are both not quite up to the SNES original's standards.



PROTIP: Diddy Kong can jump a little farther than Donkey Kong, but he's not heavy enough to squash some enemies.

Regardless, this GBA port proves what's been suspected for a while now: Platformers are a lot easier nowadays, and some Rare titles really *are* addictive despite some recent misfires. Though not quite a substitute for the SNES version, DKC is still higher quality than 90 percent of the GBA's action lineup right now. Keep that in mind the next time you visit the game shop. *G*

BY FENNEC FOX

- Developed and published by Nintendo
- $34.99
- Platform
- Available now
- 2 players

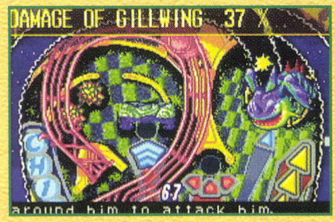
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.5

Sonic Pinball Party

After 12 years of being thrown around like a pinball, Sonic has obviously decided to chill out a bit and play some *real* pinball instead. Sonic Pinball Party is a small collection of tables themed after Sonic Team games with a story mode and a couple of knobs and doorbells on the side.

Basic table structure won't be new if you've played Pokémon Pinball and its ilk. All of the tables (two at the start; more unlocked as you play) have multiple loops and pathways, a few holes that open up special game modes, and at least one form of multiball. Sega's worked hard to give each table a wide variety of gimmicks: Sonic's game has you batting balls at Eggman's ship, while the Samba de Amigo stage features a video mode that plays like a very, *very* tiny version of the Dreamcast game.

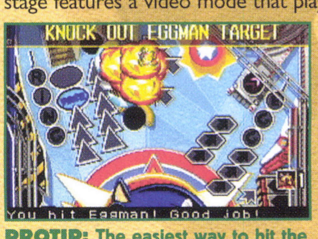
FIND OUT MORE ONLINE
www.gamepro.com



DAMAGE OF GILLWING 37 X

around him to attack him.

PROTIP: Sonic Team has never heard of tilt. Bump the table as much as you want with the L and R buttons.



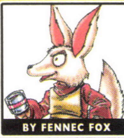
KNOCK OUT EGGMAN TARGET

You hit Eggman! Good job!

PROTIP: The easiest way to hit the Egg loop is to shoot the Chaos Drive hole, then one-time the ball with the left flipper.

By that description you're likely imagining a very standard (and very throwaway) pinball license. You should really have more faith in Sonic Team. The graphics in Pinball Party are an exceptional form of artisanship—a huge amount of info is crammed into the GBA screen, and every dot the game draws has an effect on your game. The only real problem lies in the scoring—the point values are miniscule for everything but completing the big special modes, so beating a record usually entails marathon flipper sessions. At least the music makes this process pleasant.

Even with these flaws in mind, Sonic's got the best portable pinball game on the market now—his tables are dead simple to get into, and there are enough extras to keep any Sega fan enthralled. It's also the closest thing to a new Nights game you'll ever get, so... *G*



BY FENNEC FOX

- Developed by Sonic Team
- Published by Sega
- $29.95
- Pinball
- Available now
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

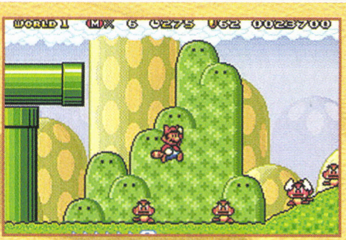
hangin' with the
Bling Bling
KinG
WARIOWORLD
NINTENDO
GAMECUBE
Piledrive your way to riches in Wario's biggest adventure ever.

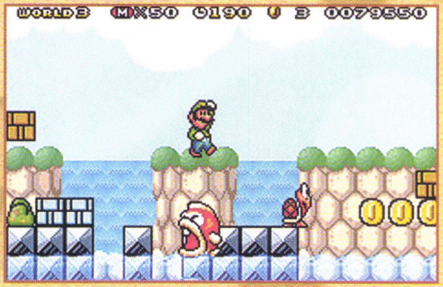
EVERYONE
E
CONTENT RATED BY
ESRB
Cartoon Violence

© 2003 Nintendo. Developed by Treasure. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. © 2003 Nintendo. Game and Nintendo GameCube sold separately. www.wario-world.com

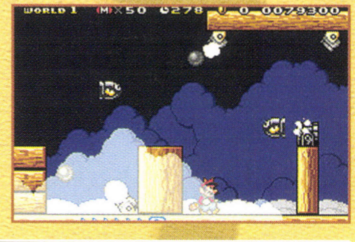
DOLBY
SURROUND
PRO LOGIC II

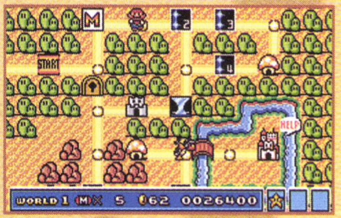
Super Mario Bros. 3: Super Mario Advance 4

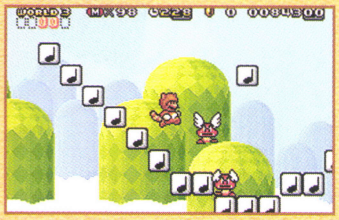




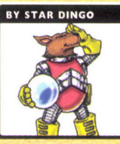
SUPER MARIO ADVANCE 4 is a GBA remake of the SNES Super Mario All-Stars version of the NES game Super Mario Bros. 3 as first seen in the Fred Savage film *The Wizard*. Got it? Good. Long story short, Super Mario Advance 4 is a port of one of the superest of the Super Mario games. In it, Bowser's kids have turned all the world's kings into animals; now, two fraternal plumbers must don infamous Frog and Tanooki Suits in order to save the monarchs. The game also features new e-Reader connectivity, meaning you can open new levels and options by scanning special cards. And, of course, you can link up to three other Super Mario Advance games to play the original Mario Bros. with your friends.







BY STAR DINGO

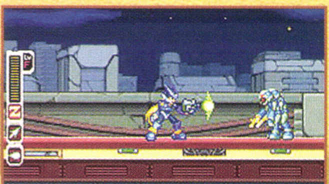


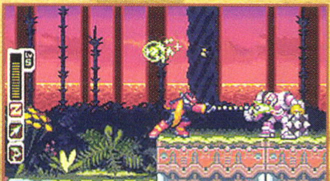
- Developed and published by Nintendo
- Target release date: September

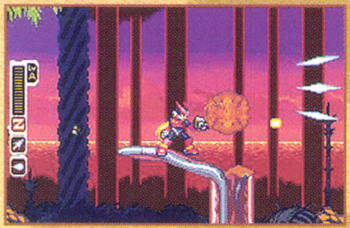
Game Boy Advance

FIRST LOOK

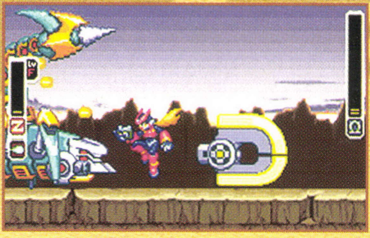
Mega Man Zero 2

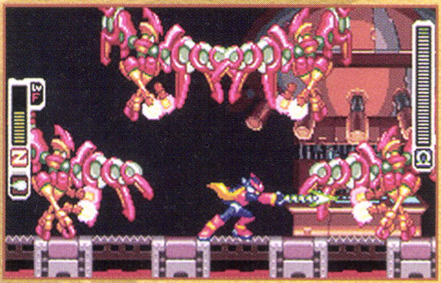




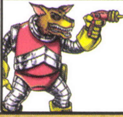


NO KNEES? No problem! At least, it never has been for the past 15 years or so. The latest float in the Mega Man 15th Anniversary Parade is a sequel to Mega Man Zero, one of the hardest (and weirdest) of the Mega Man games. You can expect the usual hallmarks of the Zero series of games, including the esoteric Cyber Elf (little, useable data-friends) system of power-ups, insaaaaaane difficulty, and a slightly more action/RPG-ish structure built into the usual 2D side-scrollin' and shootin'. New stuff this time around includes form changes, so Zero can alter his body for offense or defense depending on the situation, and something called "EX Skill Capturing" that lets him get new weapons—a response to the original Mega Man Zero's lack of arsenal variety.





BY EVIL STAR DINGO

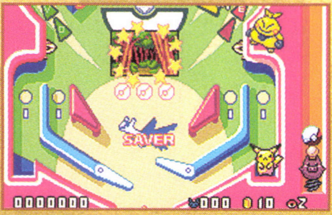


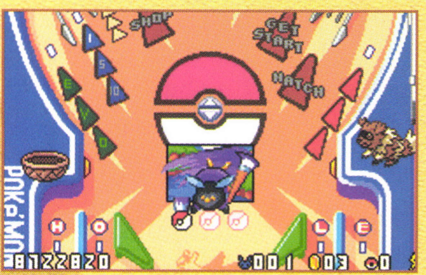
- Developed and published by Capcom
- Target release date: October

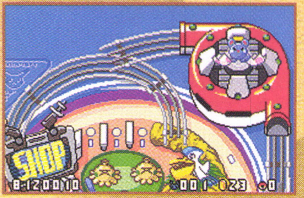
Game Boy Advance

FIRST LOOK

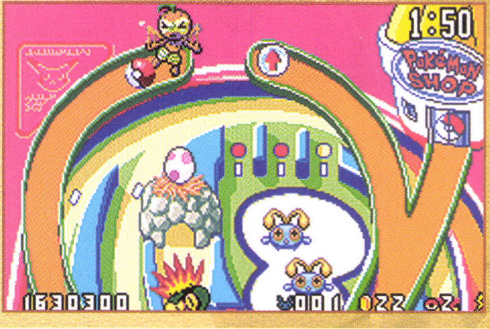
Pokémon Pinball

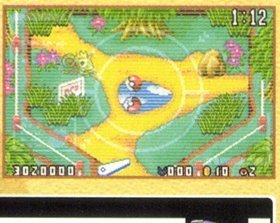




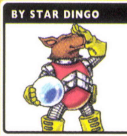


GOTTA...CATCH 'EM... all...again! Nintendo's follow-up to the ridiculously addictive Game Boy Color game, Pokémon Pinball promises to be just as habit-forming as the previous monster-catching flipper slapper. Don't expect a whole lotta change to the formula, though: The game still features two multitiered tables (Ruby and Sapphire this time, go figure), a Pokéball in place of the classic silver marble, and over 200 Pokémon to obsessively collect by meeting the right bonus requirements and unlocking special mini-games. There's no rumble pack attached to the cart this time, though—if you want your hands to shake uncontrollably as you play, you'll have to plug the game into the GameCube GBA player and use a GameCube controller.





BY STAR DINGO

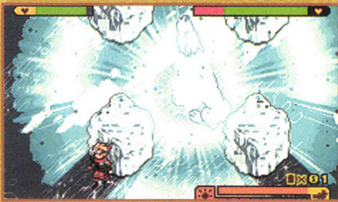


- Developed and published by Nintendo
- Target release date: August

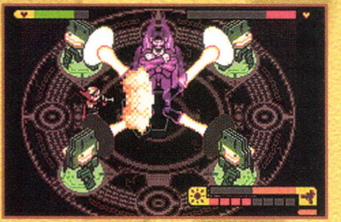
Game Boy Advance

FIRST LOOK

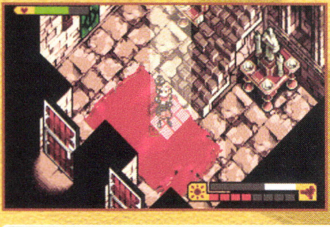
Boktai: The Sun Is in Your Hand

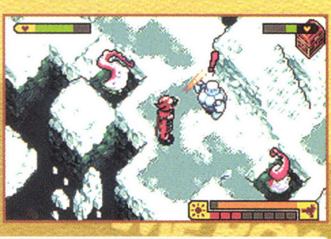


It takes a name like Hideo Kojima to get a Game Boy Advance game with a special natural sunlight-sending cartridge made, and whether or not that's good or bad has yet to be determined. In either case, this action/RPG game puts you in the role of vampire-hunting Django armed with a "solar gun" for killing certain foes. The vampires in the game are much weaker during the day but much stronger at night, and the amount of time you spend playing in the sun directly affects your skills and the outcome of the game. So go outside and play, dammit! *G*



www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com





BY STAR DINGO

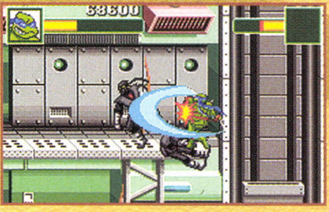
- Developed and published by Konami
- Target release date: September

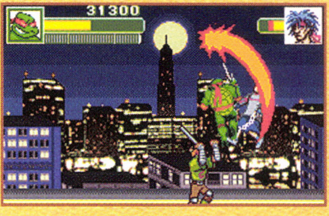
Game Boy Advance

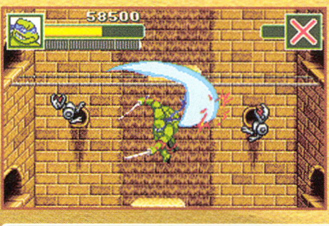
FIRST LOOK

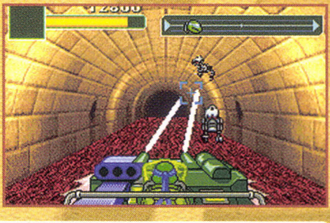
Teenage Mutant Ninja Turtles

Time, space, and all the universe comes full circle as Eastman and Laird's Teenage Mutant Ninja Turtles once again rise to immense popularity thanks to their new Fox Box TV show. In this all-new GBA game (nope, it's not a port of one of the umpteen old 8-bit and 16-bit games), you take control of Leonardo, Donatello, Michelangelo, or Raphael and embark on a side-scrolling quest to thwart the Shredder and his damnable Foot ninjas. The gameplay involves one-on-one fighting game–style matches and mechanics, too, but no link support, unfortunately, so you can forget about multiplayer bouts of Super Sewer Fighter. *G*









BY STAR DINGO

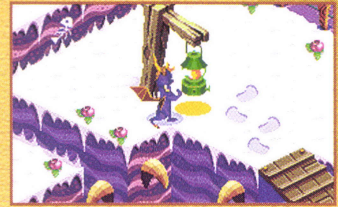
- Developed and published by Konami
- Target release date: October

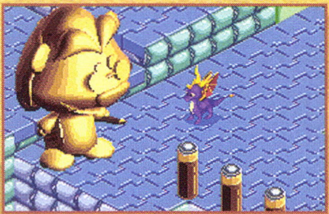
Game Boy Advance

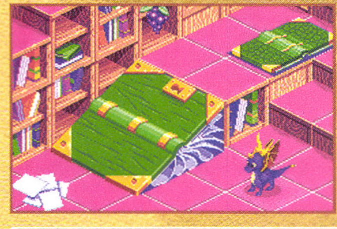
FIRST LOOK

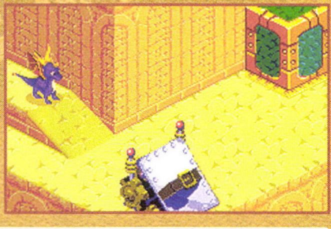
Spyro: Attack of the Rhynocs

The lovable purple sheep–hater returns to the portable screen in his third three-dimensional isometric adventure. This time around, Spyro, Sparx, and the Professor have accidentally torn a hole in the fabric of space-time (don't you hate when that happens?), allowing nasty Rhynocs to pour into the perpetually cute Dragon Realms. While the gameplay will remain fundamentally the same as that of the previous two games, some new RPG-ish elements (quests, inventory, etc.), new attacks (Head-Butt Slam, Cyclone Attack, Phoenix Vision), and different playable characters (Agent 9 and Sergeant Bird) for the mini-games should keep things from seeming stale. *G*









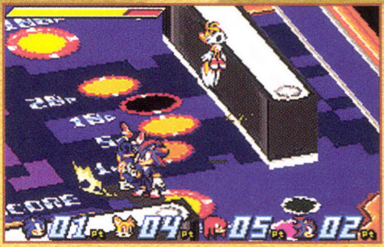
BY STAR DINGO

- Developed by Digital Eclipse
- Published by Vivendi Universal
- Target release date: Fall 2003

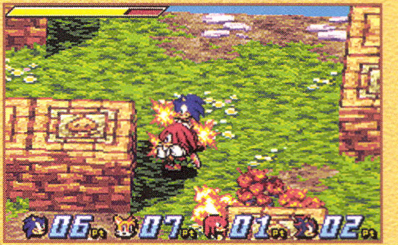
Game Boy Advance

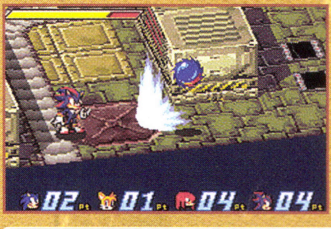
FIRST LOOK

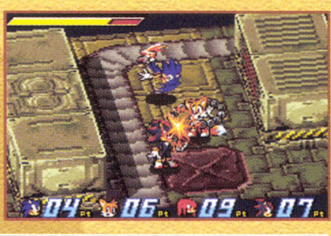
Sonic Battle

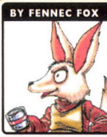


Sonic Battle takes the Smash Bros. formula and applies it to one of the most dysfunctional families in video games. A sort of showdown between the characters of Sonic Adventure, Sonic Battle lets you choose one of eight characters to duke it out in four-player battles *royale*, and players willing to truce with each other can use tandem combos to clean up the competition in an instant, leaving them time to concentrate on more important matters (like hitting each other). All the arenas are rendered in full 3D, too, though the characters are still 2D sprites. *G*









BY FENNEC FOX

- Developed by Sonic Team
- Published by Sega
- Target release date: First Quarter 2004

Game Boy Advance

FIRST LOOK

WAL★MART
ALWAYS LOW PRICES.
Always.

Walmart.com

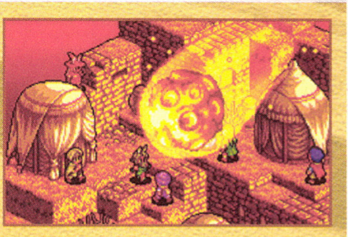
Prepare to set sail for a new world that will disprove everything that you previously referred to as truth. And return having been more than a bloodshot-eyed tourist. Return having been a hero. Board for this unparalleled gaming experience at Wal-Mart where the Nintendo GameCube™ and a wide selection of games are always at our Every Day Low Prices.

1492: Columbus declares the world is round.
2003: Michael disagrees.
Nintendo
NINTENDO GAMECUBE
OPEN

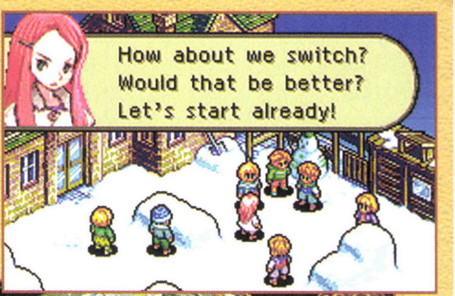
Michael, Wal-Mart Customer

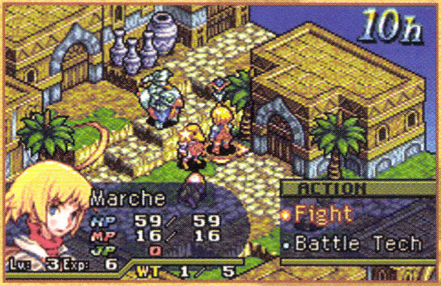
NINTENDO GAMECUBE
©2003 WAL-MART

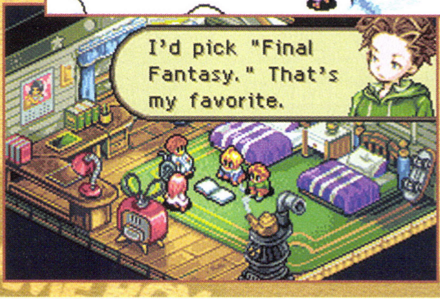
Final Fantasy Tactics Advance



AT LONG FREAKING last, the Final Fantasy phrase punctuated with the "who's gonna publish it?" question mark gets an answer as Nintendo brings Square's game of RPG chess to the Game Boy Advance. The story this time involves a lad named Marche and his two friends (Mewt and Ritz) who open a magical tome that turns their sleepy, normal town into an ancient mystical kingdom. The gameplay is the same as in the old PlayStation classic: command an army of highly customizable characters in a series of highly strategic turn-based, grid-centered battles; switch jobs (black mage, fighter, archer, etc.) on the fly. The game also features a new "law" system that could put your characters in jail if you don't play by the land's sometimes really bizarre rules.

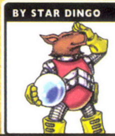

How about we switch? Would that be better? Let's start already!


10h
Marche
HP 59/ 59
MP 16/ 16
JP 0
Lv. 3 Exp: 6
WT 1/ 5
ACTION
Fight
Battle Tech


I'd pick "Final Fantasy." That's my favorite.

FIND OUT MORE ONLINE
www.gamepro.com

BY STAR DINGO

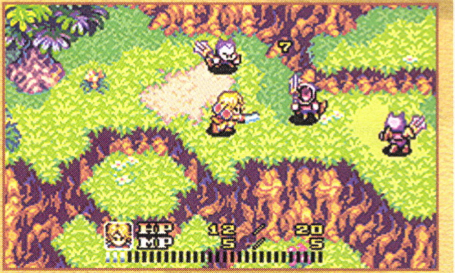


- Developed by Square Enix U.S.A.
- Published by Nintendo
- Target release date: September

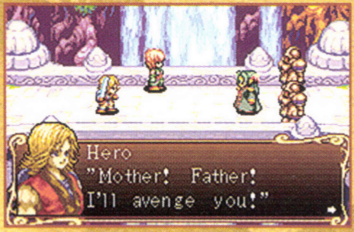
Game Boy Advance

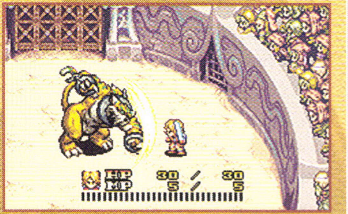
FIRST LOOK

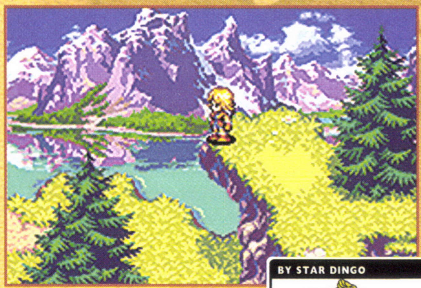
Sword of Mana

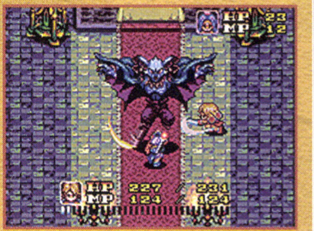

HP 12/ 20
MP 5/ 5

LIFE FLOWS FROM the goddess, and Mana is her name; her sword is the subject of this GBA game. Square Enix's follow-up to the immortal Super NES action/RPG Secret of Mana is actually a prequel; it tells the story of the leader of the Duchy of Grantz (a gladiator raised in slave pits) and a young woman from the Mana tribe, two heroes whose fates intertwine in their quest to defeat the unkindly Shadow Knight. Sword of Mana lets you pick either character, and the story changes depending on who you choose. The Ring Command menu system makes a comeback too, letting you swap out magic and weapons on the fly to best suit the situation. What many gamers consider to be the original game's best feature also returns—two-player co-op link cable play.


Hero
"Mother! Father!
I'll avenge you!"


HP 30/ 30
MP 5/ 5



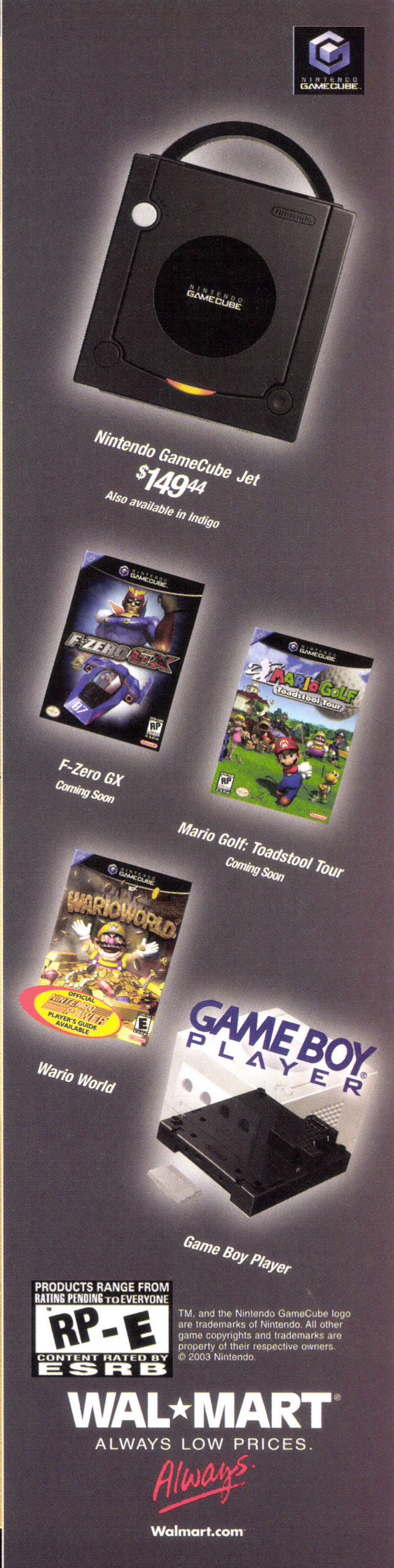

HP 23
MP 12
HP 227/ 231
MP 124/ 124

BY STAR DINGO

- Developed by Square Enix U.S.A.
- Published by Nintendo
- Target release date: Fourth Quarter 2003

Game Boy Advance

FIRST LOOK


Nintendo GameCube Jet
$149.44
Also available in Indigo

F-Zero GX
Coming Soon

Mario Golf: Toadstool Tour
Coming Soon

Wario World

Game Boy Player

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB

TM, and the Nintendo GameCube logo are trademarks of Nintendo. All other game copyrights and trademarks are property of their respective owners. © 2003 Nintendo.

WAL★MART
ALWAYS LOW PRICES.
Always.
Walmart.com

ENTER THE MATRIX

THE WACHOWSKI BROTHERS' multimedia crossover experiment exposes its weakest link as Atari and Shiny rush out Enter the Matrix for the PC. If you're looking to expand your *The Matrix: Reloaded* experience, well, you might want to look for some good fan fiction instead.

Recommended System Specs

- Windows 98/ME/2000/XP
- Pentium III 1.2 GHz
- 256 MB RAM
- 4.3 GB on HD
- 64 MB video card

www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com

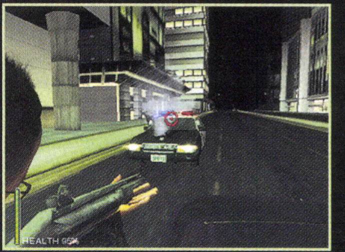
The Matrix Has Your Wallet

Enter the Matrix is a wonderful idea on paper: a game that marries a film in such a way that the events in the film are almost a reward for playing deeply into the game. Your actions in the game have affects on the plot of the movie, and vice versa. It's actually pretty brilliant when you think about it.

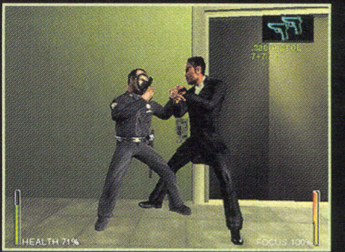
The problem is that the game doesn't approach the quality of the film. To play this game enough to appreciate the ties with the movie, you'll either need a will of steel or a masochistic streak a mile wide. Dated graphics battle to take down the fantastic sound effects and music, and poorly designed PC controls quickly drag down the game into a quagmire of cursing and frustration. Yeah, you can actually look up and down in the PC version, but when that's the highlight of a control scheme, there are some serious problems to address. The Hacking mini-game is pretty fun, but its ties to the actual game are dubious, and if you pay $50 for a poor DOS simulator, you probably deserve what you get.

Endure the Matrix

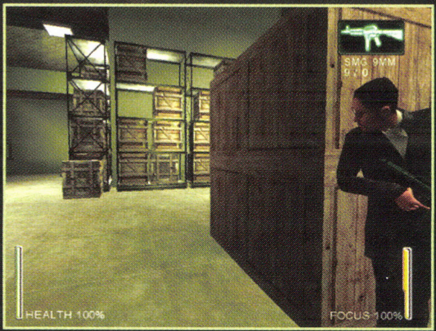
Since you've most likely already played and tossed this game, you can join in on the refrain: The more you play this half-baked sack of pixels, the more you become convinced that there *is* no *The Matrix* game, and the only thing being played here is you.



PROTIP: When playing as Ghost in drivin' and shootin' missions, your job is to clear the road for Niobe and take out any police cars that get too close.



PROTIP: Don't waste ammo on nearby or solitary enemies. Just run in there and punch 'em a lot, preferably in slow motion.



PROTIP: In some places, peeking and shooting around corners can save your life and your ammo—but sometimes enemies can shoot through walls, so don't rely on it.

BY D-PAD DESTROYER

- Developed by Shiny
- Published by Atari
- $49.99
- Action
- Available now
- 1 player

ESRB	GRAPHICS	SOUND	CONTROL	FUN FACTOR
TEEN T	3.5	4.5	2.0	2.5

RISE OF NATIONS

THE HISTORICAL RTS market became an overcrowded mess yeeeears ago…yet somehow, Rise of Nations manages to stand out in the sea of bloated clones. Why doesn't history repeat itself?

Recommended System Specs

- Windows 98/ME/2000/XP
- Pentium III 500 MHz
- 128 MB RAM
- 800 MB on HD
- 16 MB video card

ASCENDANCE OF COUNTRIES

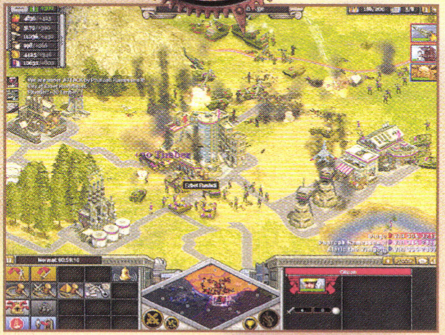
The biggest difference between Rise of Nations and the 18 million other historical RTS games out there is that RON takes about a half hour to bang through the entire research tree. The rest of your time is spent in a massive tangle of hi-tech, high-speed chaos as missiles bombard you, bombers barrage you, and hundreds of little samurai-turned-flamethrower commandos get lost in the shuffle. Speed and madness is the name of the game, at least in the multiplayer mode.

The single-player Campaign works a lot more slowly and unfolds like a game of Risk with full-blown RTS battles in place of die rolls. It's a great twist on the usual "story" mode, but the first time an enemy reattacks a territory you just conquered, déjà vu strikes, and Rise of Nations' biggest weakness—lack of variety—becomes obvious. Every nation essentially is the same, except for some bonus modifiers; there really aren't that many units; and in the end, you wind up wielding them as a jumbled horde.

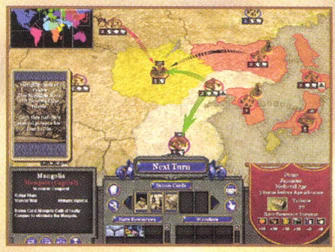
RON's presentation is strictly standard: The graphics and sound have been surpassed by games like WarCraft III, and the game knows RTS PC controls were perfected long ago—all the good ideas like idle worker buttons have been incorporated, and dragging a selection box handily nabs only armies, not peasants.

EMERGENCE OF SOVEREIGNTIES

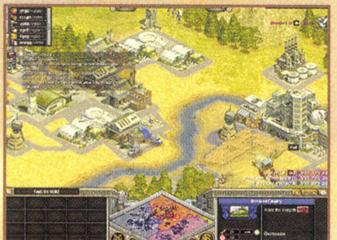
Rise of Nations strives for simplicity over complexity and speed over drawn-out tactics; it addresses the fact that most gamers get really sick of RTS battles before a victor can be named. A minor jolt to a dead horse, sure, but enough to coax out a couple more breaths.



PROTIP: Research Artificial Intelligence immediately upon reaching the Information Age—you'll be able to churn out units instantaneously.



PROTIP: In Campaign mode, attack an enemy capital only if you have two armies adjacent to it—the reinforcements help a lot.

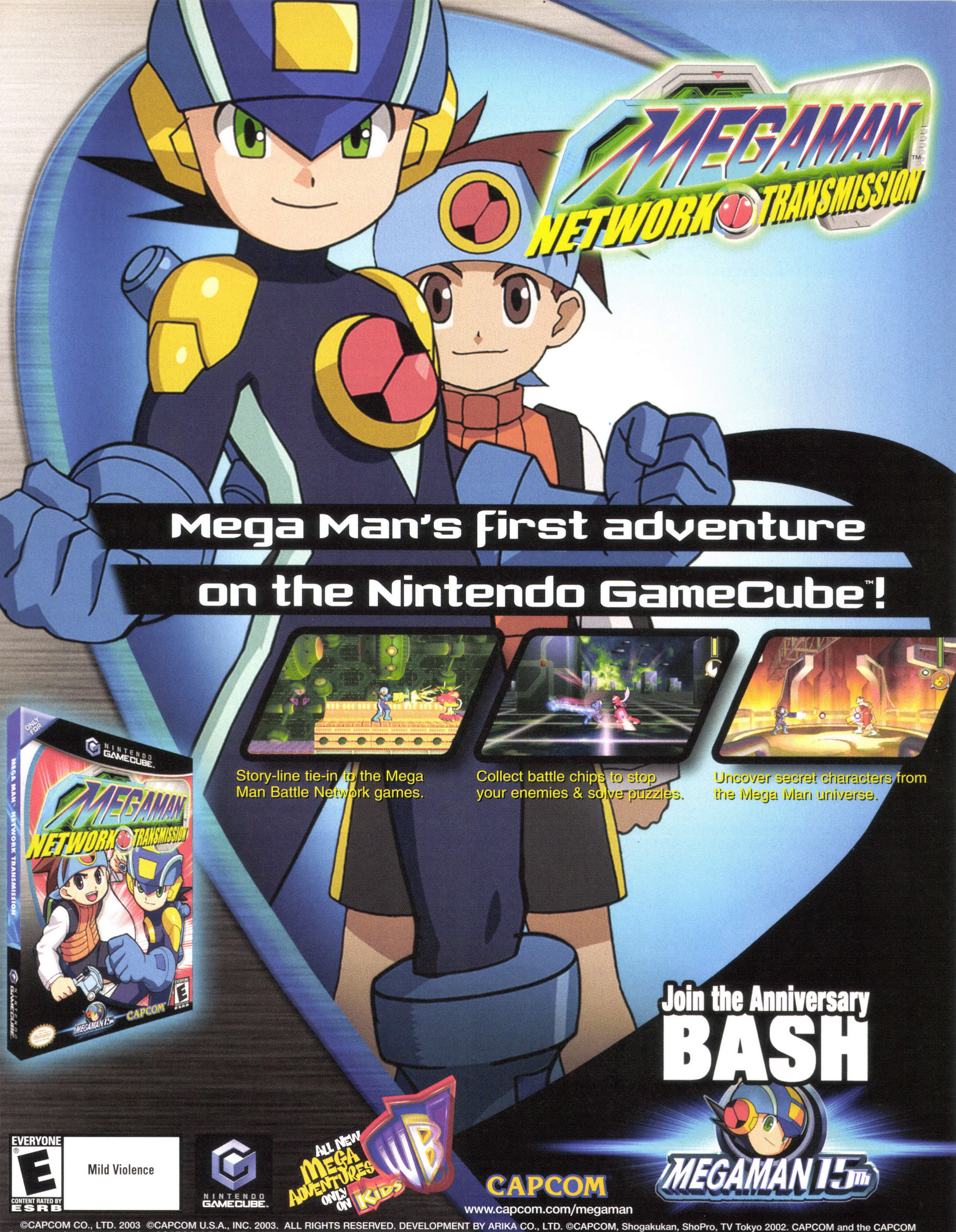


PROTIP: The Space Program wonder lifts the fog of war from your eyes and allows you to see everything on the map.

BY EVIL STAR DINGO

- Developed by Big Huge Games
- Published by Microsoft
- $49.99
- Strategy
- Available now
- 8 players

ESRB	GRAPHICS	SOUND	CONTROL	FUN FACTOR
TEEN T	3.5	3.5	4.5	4.0


MEGAMAN™
NETWORK TRANSMISSION
ONLY FOR
NINTENDO GAMECUBE.
MEGA MAN NETWORK TRANSMISSION
CAPCOM
MEGAMAN 15th
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
NINTENDO GAMECUBE.
ALL NEW MEGA ADVENTURES ONLY ON KIDS WB
CAPCOM
MEGAMAN 15th

Mega Man's first adventure on the Nintendo GameCube™!

Story-line tie-in to the Mega Man Battle Network games.

Collect battle chips to stop your enemies & solve puzzles.

Uncover secret characters from the Mega Man universe.

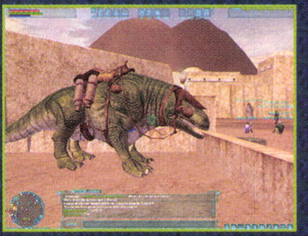
Join the Anniversary
BASH

www.capcom.com/megaman

©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. DEVELOPMENT BY ARIKA CO., LTD. ©CAPCOM, Shogakukan, ShoPro, TV Tokyo 2002. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MEGAMAN NETWORK TRANSMISSION is a trademark of CAPCOM CO., LTD. TM, ® and the Nintendo GameCube are trademarks of Nintendo. ©2001 Nintendo. ©, TM Warner Bros. 2003 The ratings icon is a registered trademark of the Interactive Digital Software Association.

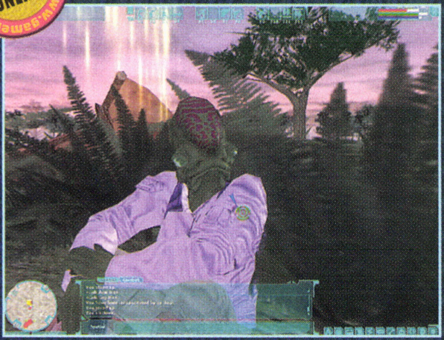
Star Wars Galaxies: An Empire Divided

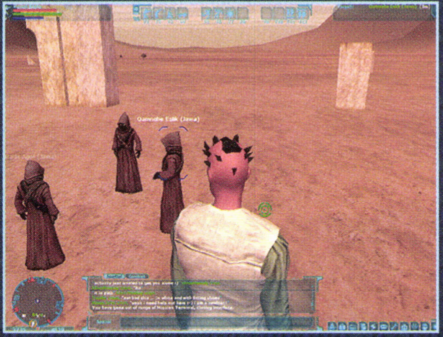
FIND OUT MORE ONLINE www.gamepro.com

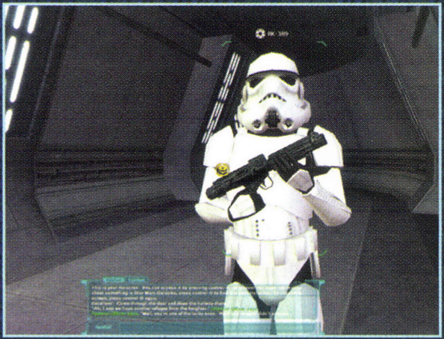


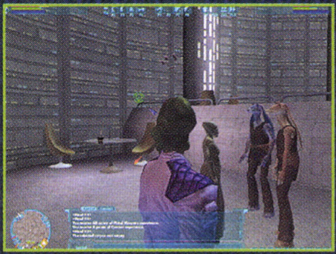
THE GEEK DREAM of a lifetime is well on its way to completion. As of this writing, Star Wars Galaxies is in the third stage of beta testing and is shaping up nicely. While E^3 showed off a whole new generation of MMORPGs, Galaxies is the big daddy of the current generation, and as such, it has a good chance of diverting eyes from the EverQuest IIs and Mythicas of the future.

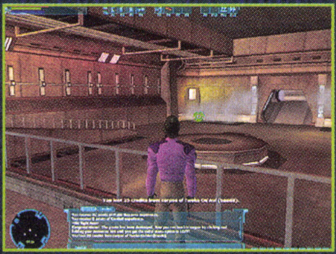
Galaxies takes a moment to get used to, even if you're an MMORPG veteran, but once you take the time to figure out what's going on, it all starts to make sense. The game looks and sounds really nice, even in beta, but its real strength lies in the skill-based advancement system under the hood. You gain specialized experience points based on your accomplishments (fighting enemies with pistols gives you pistol experience; harvesting animal hides gives you scouting experience, etc.), and you use those points to buy skills and improve your character. You're not locked into classes as in EQ, and you can untrain skills you never use in favor of using those points for new abilities. If LucasArts can wrap this game up and get it out there on time, it could make waves in the rapidly stretching MMORPG market.

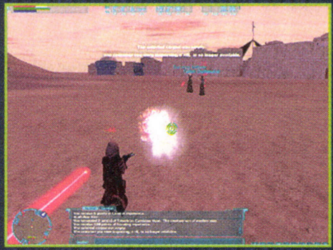


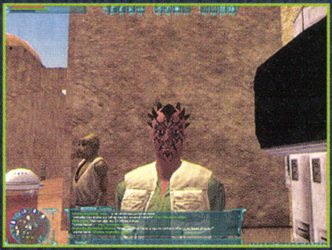


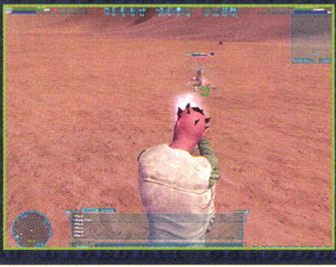


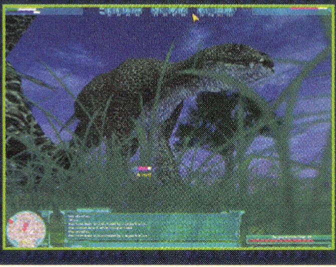












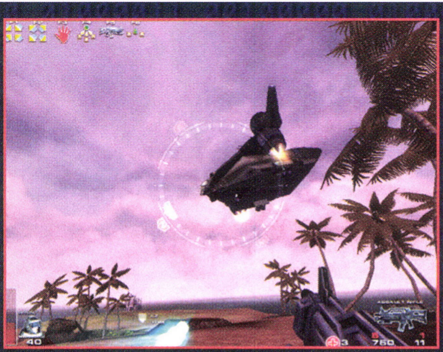
BY DUNJIN MASTER

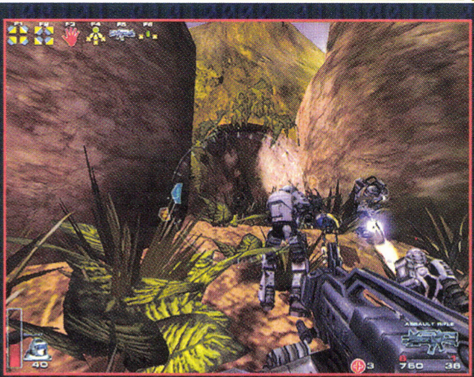
- Developed by Sony Online Entertainment
- Published by LucasArts
- Target release date: Summer 2003

PC WINDOWS

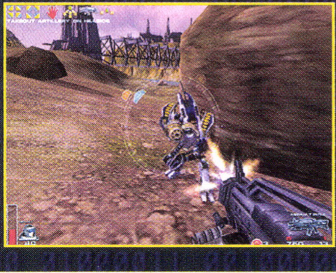
HANDS-ON

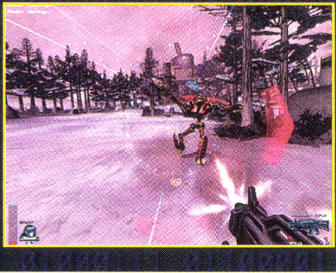
Breed





BRAT DESIGNS, A British developer with a staff of 10 people, brings you Breed, an already-impressive first-person action game with just a touch of Halo and a hint of Ghost Recon. You are a member of a team of elite soldiers who were out saving the universe when an alien race called the Breed conquered Earth. You control a squad of fighters by issuing simple commands and switching among the different characters to best use their specialties. The coolest thing about Breed is the game's engine, which can take you from orbital dogfights to land battles to indoor combat without a single pause or loading screen. Look for Breed in late August.





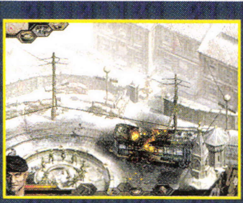
BY D-PAD DESTROYER

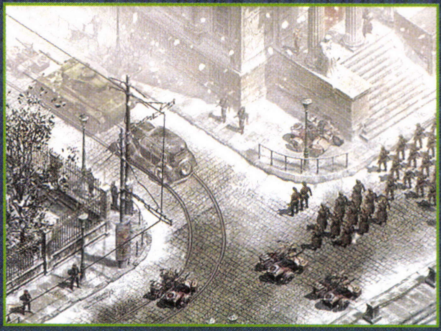
- Developed by Brat Designs
- Published by CDV
- Target release date: August

PC WINDOWS

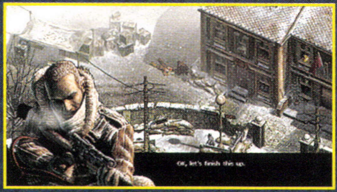
FIRST LOOK

Commandos 3: Destination Berlin

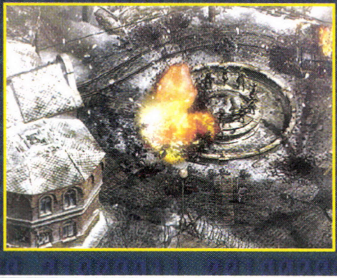


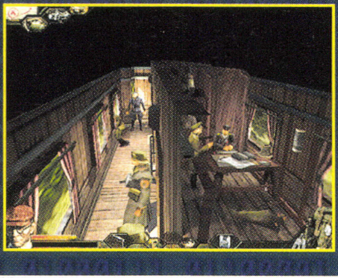


Pyro Studios' smash tactical action game returns as you take those wily commandos back to battle in Commandos 3. Meant to be more accessible and action-oriented than previous installments, Destination Berlin features ambushes, level bosses, and smaller maps built specifically for more action and less thinkin'.



Three campaigns (Stalingrad, Central Europe, and Normandy) drive Commandos 3's story, and you'll be able to complete them in any order you want. These missions will take place using a new, even more detailed graphics engine. New to the series is the ability for the enemy to damage the terrain with bombing runs and similar hazards, forcing you to rethink your strategy mid-mission. A new multiplayer deathmatch mode will enable you to test your tactics against other players online.





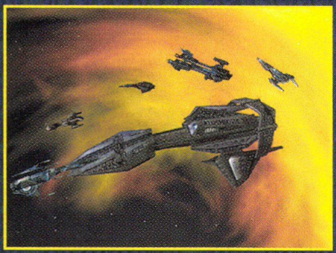
BY D-PAD DESTROYER

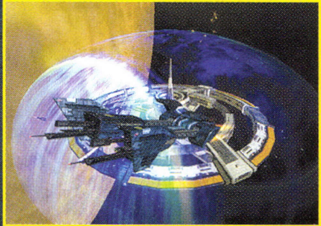
- Developed by Pyro Studios
- Published by Eidos
- Target release date: Summer 2003

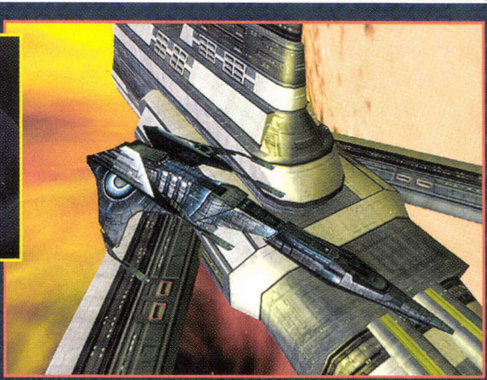
Windows

FIRST LOOK

Battlecruiser Generations



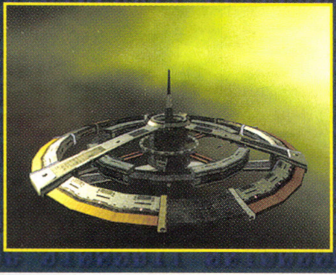




Known both as one of the most ambitious and most disappointing series in PC gaming, the Battlecruiser series has a stormy past few games can match. With Battlecruiser Generations, Dreamcatcher and 3000 A.D. hope to break the cycle.

Planned originally as an expansion pack to Battlecruiser Millennium, Generations features a ton of enhanced features like revised and improved ship models, a new galaxy, refined controls, and multiplayer support. Judging from early screens and info, developer 3000 A.D. has improved on Millennium in just about every way.

You'll be able to control fighters, command marines and other troops, capture enemy vessels and add them to your support fleet, and more. If you're looking to be Captain Kirk but you think the Enterprise looks silly, keep an eye on Battlecruiser.

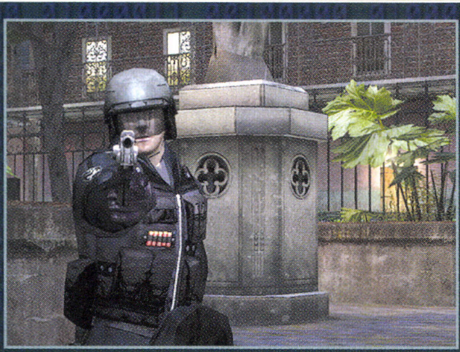


BY D-PAD DESTROYER

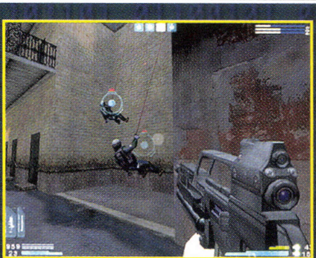
- Developed by 3000 A.D.
- Published by Dreamcatcher
- Target release date: Summer 2003

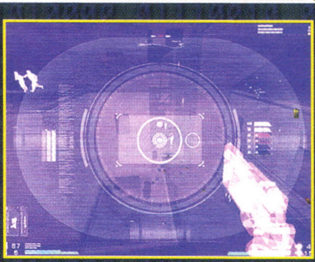
Windows

FIRST LOOK



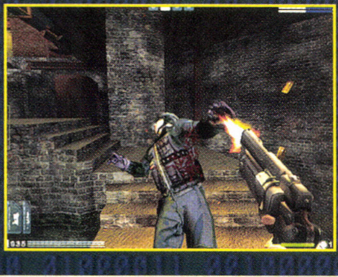
Trinity

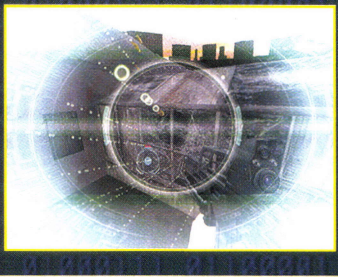




The developers of Return to Castle Wolfenstein have a little sci-fi up their sleeve. Trinity is a sci-fi shooter that casts you as The Nightstalker, a bio-augmented hero with the ability to bend time, Max Payne–style. You'll be able to heal yourself using stim-cells, employ special vision modes to see through walls, and use slow-motion flash time effects to overcome many of the game's obstacles. While it has a bit in common with Deus Ex, Trinity will most certainly be action centered, so its RPG elements will be light.

Grey Matter is definitely going for realism; there won't be any floating medkits, and you won't be toting several tons of weaponry as you charge through the game's levels.





BY D-PAD DESTROYER

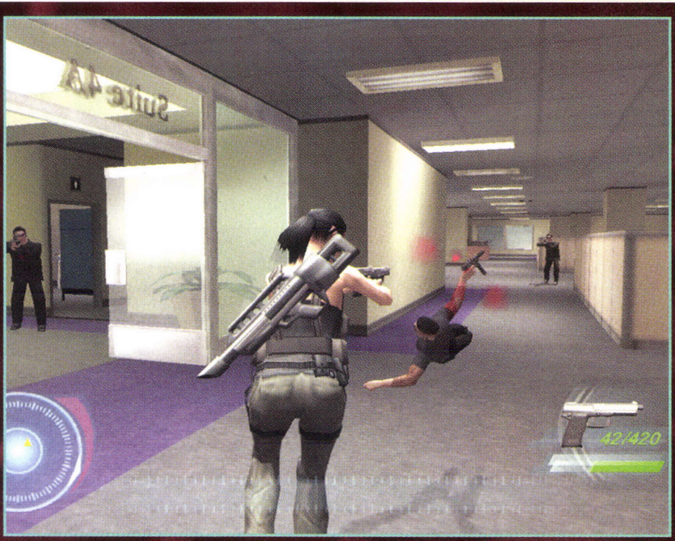
- Developed by Grey Matter
- Published by Activision
- Target release date: 2004

Windows

FIRST LOOK

Syphon Filter: The Omega Strain

FIND OUT MORE ONLINE www.gamepro.com



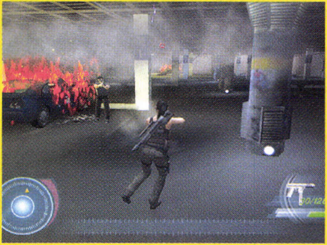
Gabe Logan returns to action in Syphon Filter: The Omega Strain…not as the main playable character, though, because he'll make way for cooperative online play.

LOCKED & LOADED

Fire Suppression System On

A popular action-focused espionage series on the PlayStation, Syphon Filter has been "dark" for a while, but Sony has been scheming some impressive new directions for its inaugural PS2 mission. The main innovation comes in the form of The Omega Strain's intriguing cooperative online play. Naturally, you can play through the game's 17 levels offline, but you can also team up online (via broadband only), forming squads of up to four operatives to tackle those same levels.

You'll only be able to hook up with gamers who have reached at least the same level as you, but you'll be able to beat the game entirely online or offline if you choose. The advantage to online play is that certain routes and tactics will only be possible with a squad, and you'll be able to coordinate with teammates over voice chat and with a new 3D level map.



IN YOUR SIGHTS

Not everyone can play online as Syphon hero Gabe Logan, so the story puts him in charge of the Agency, directing operations that you and your fellow commandos carry out. An exhaustive player-creation feature lets you fiddle with an impressive level of detail in your character's build, face, age, and much more.

The story, which will be the culmination of the Syphon series' tale, opens with Aramov escaping from prison and Gabe ordering you to investigate a sudden viral outbreak in Toronto. From there, you'll travel to Tokyo, Yemen, Belarus, Brazil, Uganda, Italy, and other locations, tackling missions like aiding a Mossad agent in capturing a Russian arms dealer. You'll usually play as your created character, but in four missions you'll take on the role of another fixed character, including, in one case, your commanding officer Gary Stone.

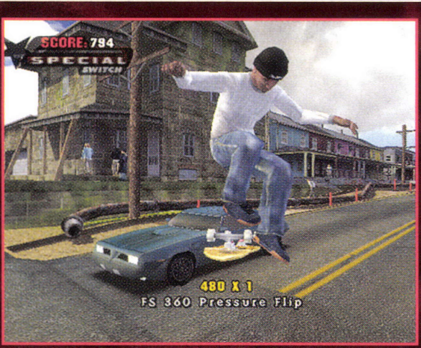
The intuitive target-lock system returns to action, now allowing you to specifically aim for an enemy's head or leg. You'll also be able to carry only a limited number of weapons, which should encourage players to cache supplies for online teammates. Best of all, the scripted A.I. of the original games has been replaced with new code that allows enemies to do anything your player can, which should hopefully create more fluid scenarios.

BY AIR HENDRIX

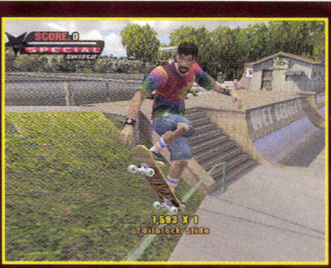
- Developed and published by Sony
- Target release date: February 2004

PlayStation 2

FIRST LOOK

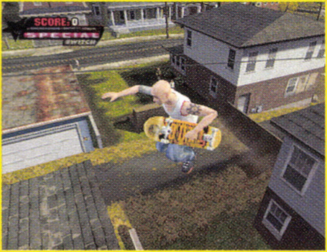

SCORE: 794
SPECIAL
SWITCH
480 X 1
FS 360 Pressure Flip

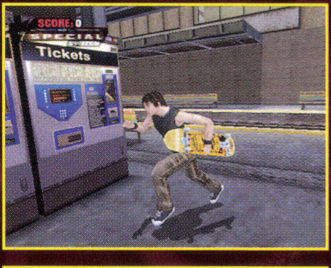
Tony Hawk's Underground


SCORE: 0
SPECIAL
SWITCH
1,583 X 1
Tailblock Slide

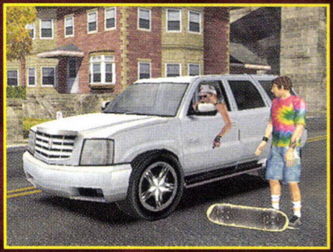
ENOUGH ABOUT THIS Tony Hawk guy—what about *your* needs? Neversoft is giving its landmark skate franchise a new spin this year, dropping the "Pro Skater" from the title and adding a ton of customization options that are designed to put you in the game. No, literally—you'll be able to e-mail your digital photo to Neversoft, then download and import it into your game. You'll see your own face on your skater during gameplay and cinemas, building your own legend as you interact with professional skaters. The developers say that the "story mode plays you" instead of the other way around.

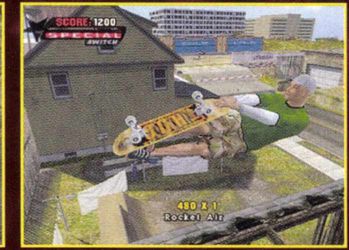
Customizing doesn't stop there; you can design and upload entire levels with your personal goals (where would *you* put the C-O-M-B-O letters?), original gaps, and even character dialogue. You can use the trick editor to build and name your own custom trick, and throw that in, too. And for the first time, you're not glued to the board—you'll be able to jump off your ride and walk around, climb on rooftops, drive cars (!), and explore new areas just begging to be sessioned. Ambitious, to say the least—but hey, this is Neversoft.

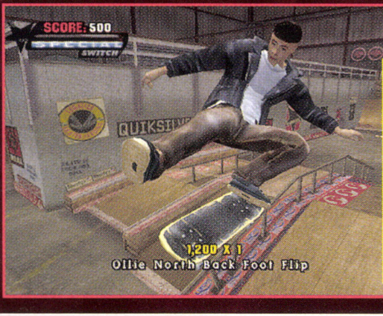

SCORE: 0
SPECIAL
SWITCH

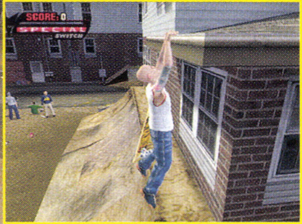

SCORE: 0
SPECIAL
SWITCH
Tickets

Note: All screens shown here are from the PlayStation 2 version.

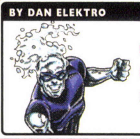



SCORE: 1200
SPECIAL
SWITCH
480 X 1
Rocket Air


SCORE: 500
SPECIAL
SWITCH
QUIKSIL
1,200 X 1
Ollie North Back Foot Flip


SCORE: 0
SPECIAL
SWITCH

BY DAN ELEKTRO

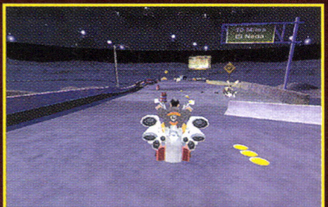


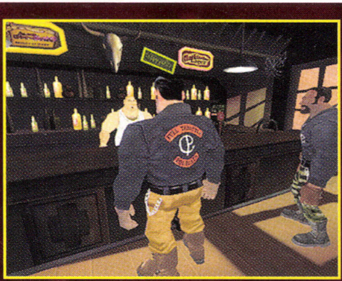
- Developed by Neversoft
- Published by Activision
- Target release date: Fall 2003

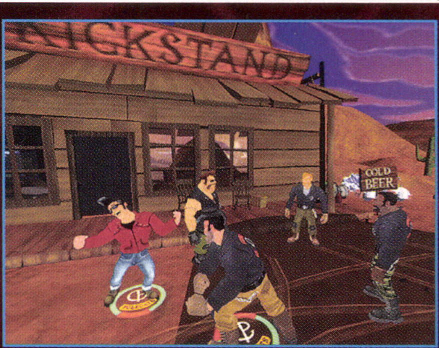
PlayStation 2 Xbox GameCube

FIRST LOOK

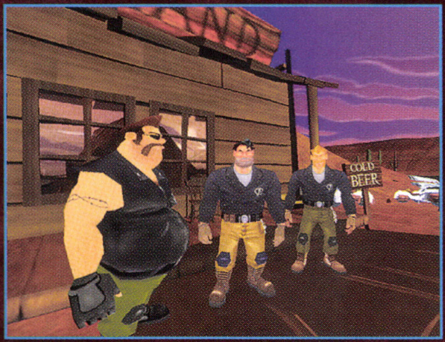
Full Throttle: Hell on Wheels

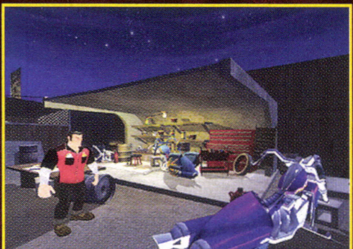

10 Miles
El Nada



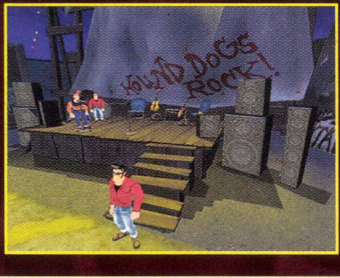

KICKSTAND
COLD BEER

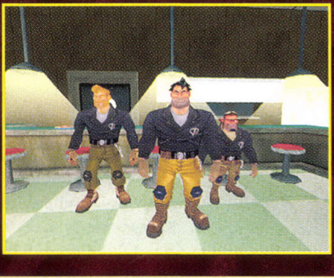
EIGHT YEARS HAVE passed since LucasArts' rebel on wheels made an unexpected impact on the PC as an original ball-bustin' action title. Ben is back in his second Full Throttle romp, even letting PlayStation 2 and Xbox gamers be a part of his badass adventures on the rough roads toward the motorcycle way.





Playing as Ben, you discover that your old stomping ground, El Nada, has been mysteriously destroyed. Thinking that a rival gang, the Hound Dogs, is behind it all, you quickly pursue them with white-knuckle reflexes. Soon, a deeper plot involving an enigmatic villain and his greed for money is revealed, leading you to eventually join forces with old friends like your mentor Father Torque and Maureen Corley, the heiress to the Corley Motorcycle Company. Riding your tricked out Corley bike in over 35 different levels, you'll tackle the villain's henchman with bare fists and an arsenal of weaponry that includes chairs, pool cues, and crowbars. After a rough melee battle, you can gain back health by throwing back a few beers and having a good laugh with your gang. The freedom of the open road can't get any cooler.


HOUND DOGS ROCK!



Note: All screens shown here are from the Xbox version.

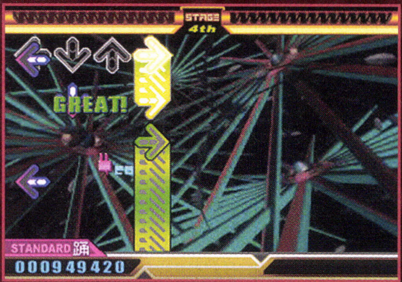
BY FOUR-EYED DRAGON

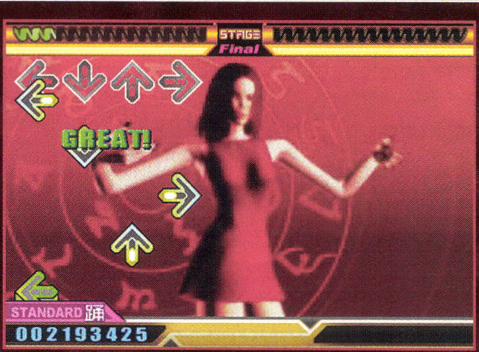
- Developed and published by LucasArts
- Target release date: Winter 2003

PlayStation 2 Xbox

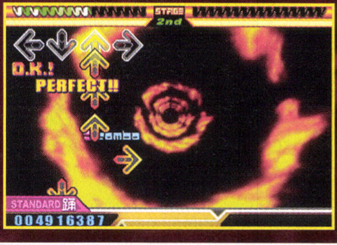
FIRST LOOK

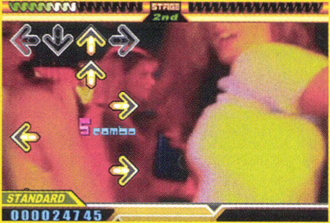
DDRMAX2 Dance Dance Revolution


STAGE 4th
GREAT!
STANDARD 踊
000949420

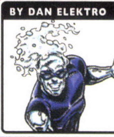

STAGE Final
GREAT!
STANDARD 踊
002193425

IT'S HARD TO believe that, once upon a time, Konami was uncertain about Dance Dance Revolution's home version. Would it sell? Would gamers spring for a special dance mat peripheral? Would people find this enjoyable if they weren't liquored up and showing off for their friends? The answer was a resounding yes, followed by the sound of cash registers chiming to the beat. DDRMAX2 features an improved tutorial mode for newbies, music videos to match the songs, and special unlockable surprises for owners of the previous two DDR games. For what it's worth, don't expect the songs to be the same as those in the Japanese version of MAX2; Konami usually plays mix-and-match with the tracklist for the U.S. editions, so the soundtrack is not final yet. G


STAGE 2nd
O.K.!
PERFECT!!
combo
STANDARD 踊
004916387


STAGE 2nd
5 combo
STANDARD
000024745

BY DAN ELEKTRO

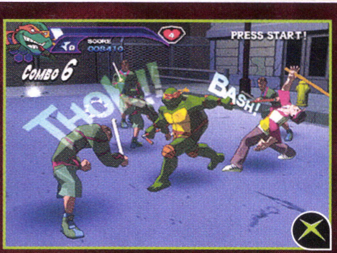


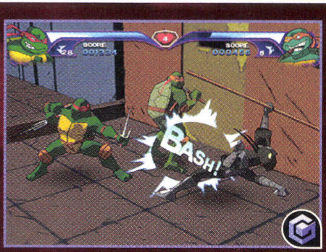
- Developed and published by Konami
- Target release date: September

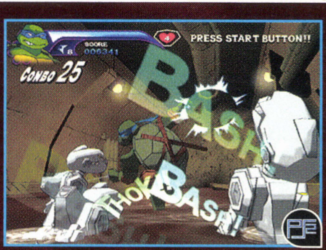
PlayStation 2

FIRST LOOK

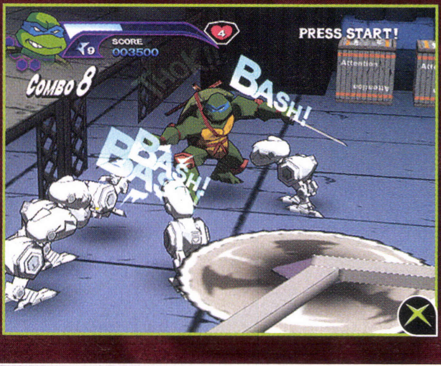
Teenage Mutant Ninja Turtles

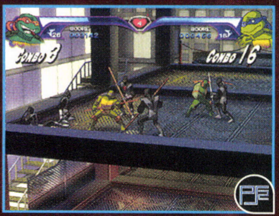

PRESS START!
COMBO 6
THOK!!
BASH!




PRESS START BUTTON!!
COMBO 25
BASH!
THOK!
BASH!

IT'S BEEN A while since the Teenage Mutant Ninja Turtles were in the game scene, but this fall, they're returning with a vengeance in a 3D-action title. Teenage Mutant Ninja Turtles lets you choose from four characters as you battle the Turtles' evil nemesis, Shredder, and his army of never-ending ninja soldiers. Up to two Turtles can join Story mode, and as many can go head-to-head in Vs. mode. Each Turtle has a series of basic attacks and special combo attacks, but these aren't the fun-loving Turtles of yesteryear—everyone has a meaner and leaner look. Also of note, the character voices from the television series are used in the game. Teenage Mutant Ninja Turtles features six stages and over 35 levels set on city streets, rooftops, and in underground sewers. G


SCORE 003500
PRESS START!
COMBO 8
THOK!!
BASH!
BASH!
BASH!



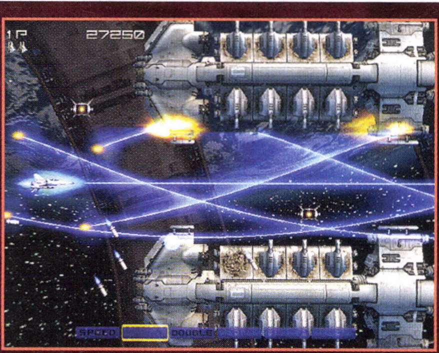
BY MAJOR MIKE

- Developed and published by Konami
- Target release date: October

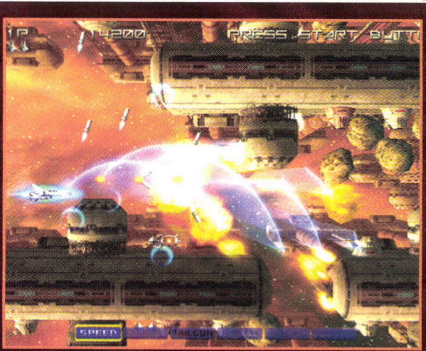
PlayStation 2 | Xbox | GameCube

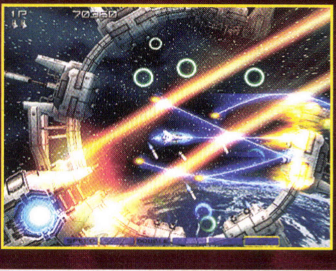
FIRST LOOK

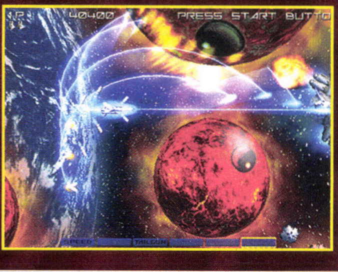
Gradius V


1P 27250
SPEED
DOUBLE

IN THE 1980s, Konami started a legacy of side-scrolling shooters; in the 1990s, the company perfected the genre. This year, the Gradius legacy continues unchanged. Rather than modify an already flawless design, Konami has decided to keep the same 2D gameplay while switching over to 3D models and intricate hi-res textures. Gradius V has all-new levels and weapons, and lets you have more control over your Options (you know, those glowing orbs that mimic your ship). Other added features include Option Stock and Option Bomb, but little is known about them or how they'll affect the gameplay. Konami did an outstanding job maintaining the action in its other original titles like Contra: Shattered Soldier; hopefully, Gradius V will be no different. G


1P 14200
PRESS START BUTT
SPEED




1P 40400
PRESS START BUTTO

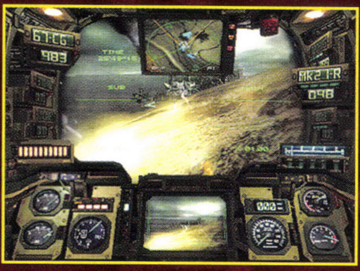
BY SIMON LIMON

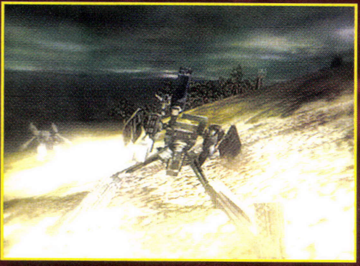
- Developed and published by Konami
- Target release date: Winter 2003

PlayStation 2

FIRST LOOK

Steel Battalion: Line of Contact





GET READY TO grease up that crazy, super-duper, 40-button Steel Battalion controller as you'll need it to prove yourself against mech heads online. Line of Contact enables five-on-five online combat where you must work together as a team to accomplish objectives and expand your territory. The look and feel of the Steel Battalion game is completely intact, except you can now choose from 10 new, humongous Vertical Tank models to control. Come this winter, mech melee will never be the same.

BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: Winter 2003

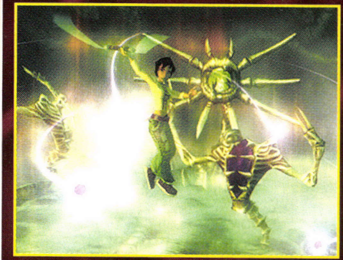
Xbox

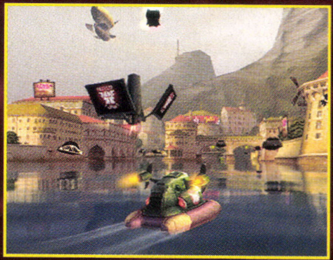
FIRST LOOK

Beyond Good & Evil

ALTHOUGH IT'S FROM the creator of the Rayman franchise, Beyond Good & Evil does not feature limbless heroes or a quirky story line. Instead, this action/adventure contains a complex tale of worldly conspiracy and individual spirituality. In the game, you play as Jade, who is armed with only her camera and staff, and who must uncover the truth about invading marauders that the government is unwilling to acknowledge. An entirely new game engine featuring freedom of movement and multiple gameplay styles has been created just for the game.

Note: All screens shown here are from the PlayStation 2 version.





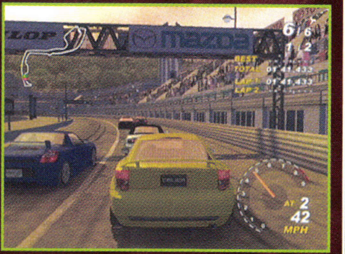
BY FOUR-EYED DRAGON

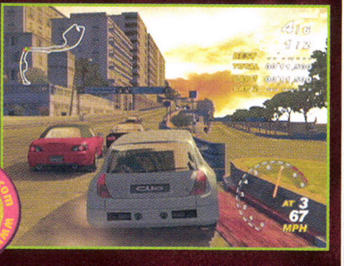
- Developed and published by Ubi Soft
- Target release date: Winter 2003

PlayStation 2 Xbox GameCube

FIRST LOOK

Group S Challenge





THE FEATURES IN this racer already looked sharp on a practice run. Though still a bit loose in the controls, the cars appeared as aerodynamically detailed as in real life. Although vehicle physics after careening into other cars and walls still needed tuning, the game showed a lot of promise on the raceway. By September, Group S Challenge hopes to cross the finish line with flying colors. The game will feature a formidable list of cars from 11 automobile manufacturers, including Toyota, Nissan, Lotus, and TVR. Plus, players will be able to adjust parts of their car for top performance.

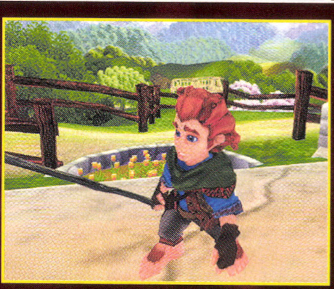
BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: September

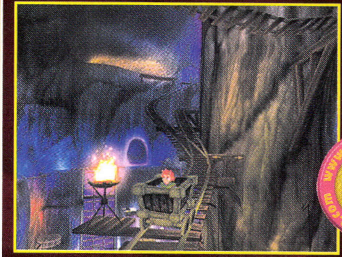
Xbox

HANDS-ON

The Hobbit



PLAYING AS THE famed Hobbit, Bilbo Baggins, you'll venture into the unknown, solving brain-teasing puzzles, battling vicious trolls and goblins, and meeting powerful dwarves and the occasional wizard. The Hobbit is based on J.R.R. Tolkien's book of the same name and takes place before the classic *The Lord of the Rings* series. In fact, during your journey, you'll meet familiar characters from *LOTR* like Gandalf, Thorin, and Gollum. Of course, making friends won't be the core of this third-person adventure; instead, you'll closely follow the tale that leads to the epic story of the cursed One Ring.



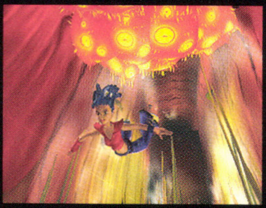
Note: All screens shown here are from the Xbox version.

BY FOUR-EYED DRAGON

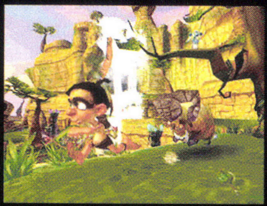
- Developed by Inevitable Entertainment
- Published by Sierra
- Target release date: September

PlayStation 2 Xbox GameCube

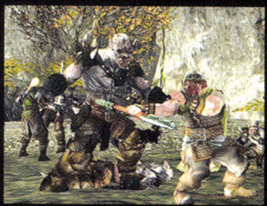
FIRST LOOK



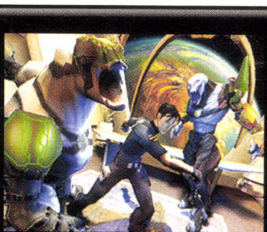
Kya: Fury of Brazul
PS2
Target release date: November



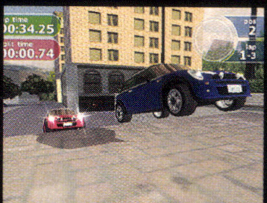
Tak & the Power of Juju
PS2, GameCube
Target release date: October



The Lord of the Rings: The Treason of Isengard
PS2, Xbox
Target release date: Fall 2003



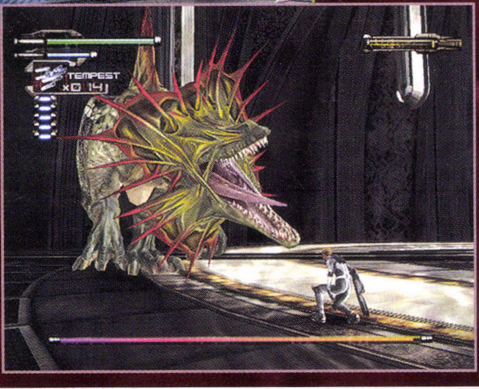
Advent Rising
Xbox
Target release date: First Quarter 2004

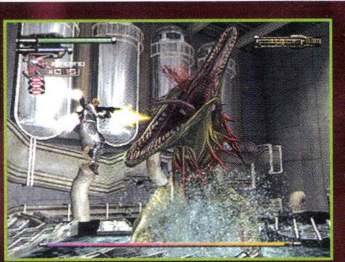


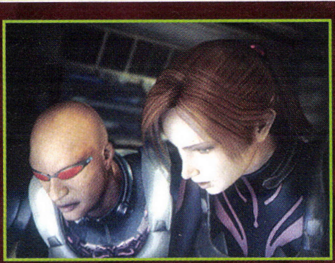
The Italian Job
PS2, Xbox, GameCube
Target release date: Fall 2003

Dino Crisis 3

A DEPARTURE FROM previous Dino Crisis games, the third title in the series takes place in 2548 aboard a space freighter that's filled with mutated dinosaurs and other prehistoric terrors. You play as dino hunters Patrick or Sonia, who are each armed with various futuristic weapons and equipped with jetpacks that enable them to quickly glide around the ship. Despite the intriguing premise and polished graphics, though, Dino Crisis 3 needs help in the camera department. As seen in the preview version, enemies attack from offscreen all too often, and otherwise simple platform-hopping jumps quickly become frustrating guessing games. If these problems can get ironed out, DC3 could be a monster hit; if not, the series could be history.







BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: August

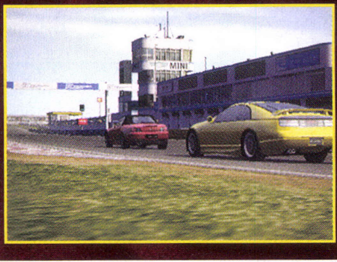
XBOX

HANDS-ON

Gran Turismo 4

IF A-SPEC WASN'T enough for all of you die-hard drivers, don't worry. Sony is pulling out all the stop signs for its next Gran Turismo foray, promising an even more exciting thrill ride on and off road where realism overshadows everything else. Improvements to the game include advanced A.I. opponents, a higher degree in auto physics, and much more detail for each car. You can now choose from over 500 vehicles that comprise past vintages and tomorrow's concepts, and race on up to 100 courses, such as the streets of New York or the dirt paths of the Grand Canyon. Even better, you can now test your prized hotrods against up to six players per race online.

Rally Grand Canyon
GRAN TURISMO
THE REAL DRIVING SIMULATOR
RALLIART
7



www.gamepro.com FIND OUT MORE ONLINE

BY FOUR-EYED DRAGON

- Developed by Polyphony Digital
- Published by Sony
- Target release date: Winter 2003

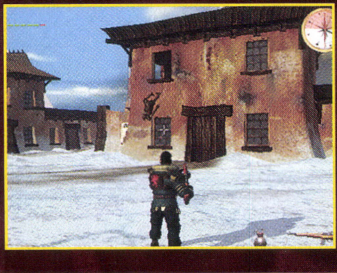
PLAYSTATION 2

FIRST LOOK

Armed & Dangerous

HAILED AS AN over-the-top bullet-filled action game by its creators, Armed & Dangerous follows a group of smack-talking rebels who have a fancy for shooting things. Playing as the gang's head, Roman, you lead your mischievous troop through 21 missions full of big bangs and deafening explosions. On the way, you must try to steal the *Book of Real*, an artifact that prophesizes the king's overthrow. To obtain the coveted prize, however, you must battle the king's estranged followers, which include half-man/half-animal monsters, psychotic droids, humongous goliaths, and evil monks. This ultimate heist, however, will draw you in to a bloody bullet-fest with an even greater cause: the overthrow of the tyrannical king.

Press B to exit vehicle
5/5
12/174



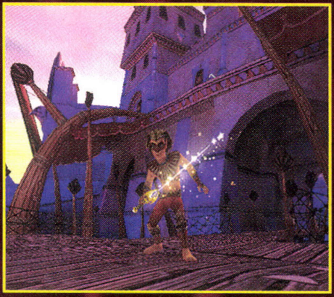
BY FOUR-EYED DRAGON

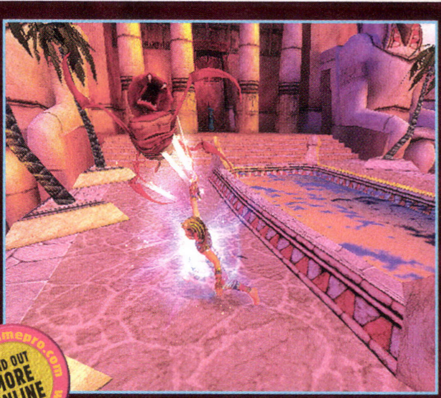
- Developed by Planet Moon
- Published by LucasArts
- Target release date: Winter 2003

XBOX

FIRST LOOK

Sphinx and the Shadow of Set





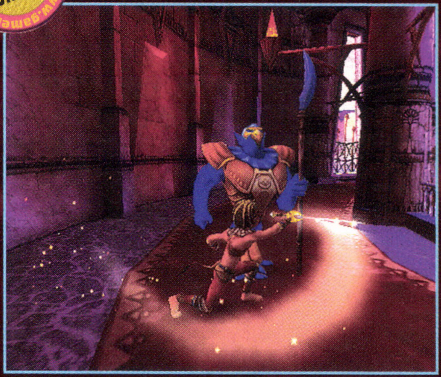
THE FOLKS AT Eurocom (they're the developers behind 007: NightFire and EA's Harry Potter games) say that Sphinx and the Shadow of Set is the game they've always wanted to make—an original Zelda-inspired adventure set in the shifting sands of an Egypt gone mythical.

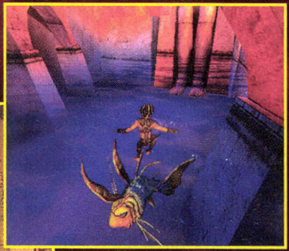
Sphinx's gameplay is divided between five "worlds" of complex Zelda-style dungeons, and it features two main characters. The titular Sphinx is your more traditional action hero with an arsenal of weapons and tools to collect, and an ethereal sword with which to hack monsters. Tutankhaman is a lover, not a fighter—a mummy that's made to be beaten up, set on fire, charged with electricity, flattened, and otherwise mutilated in order to get through traps and solve puzzles. As you play through the game, you'll switch between the two as their story lines intersect.

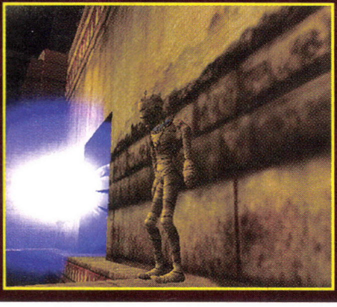
Sphinx's gameplay is definitely Zelda-like, right down to the context-sensitive interface displayed in the upper-right corner of the HUD. What remains to be seen is whether Sphinx's arid adventure will be glued together as tightly as The Legend of Zelda: The Wind Waker's. There's also no denying that it's a gorgeous game—the animation is liquid, and the scenery is comprised of some breath-stealingly surreal fantasy-Egyptian landscapes.

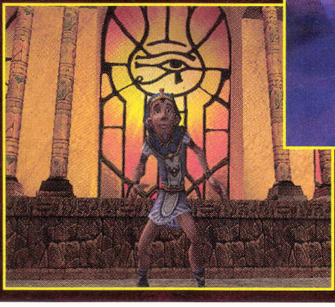
Note: All screens shown here are from the GameCube version.

www.gamepro.com FIND OUT MORE ONLINE







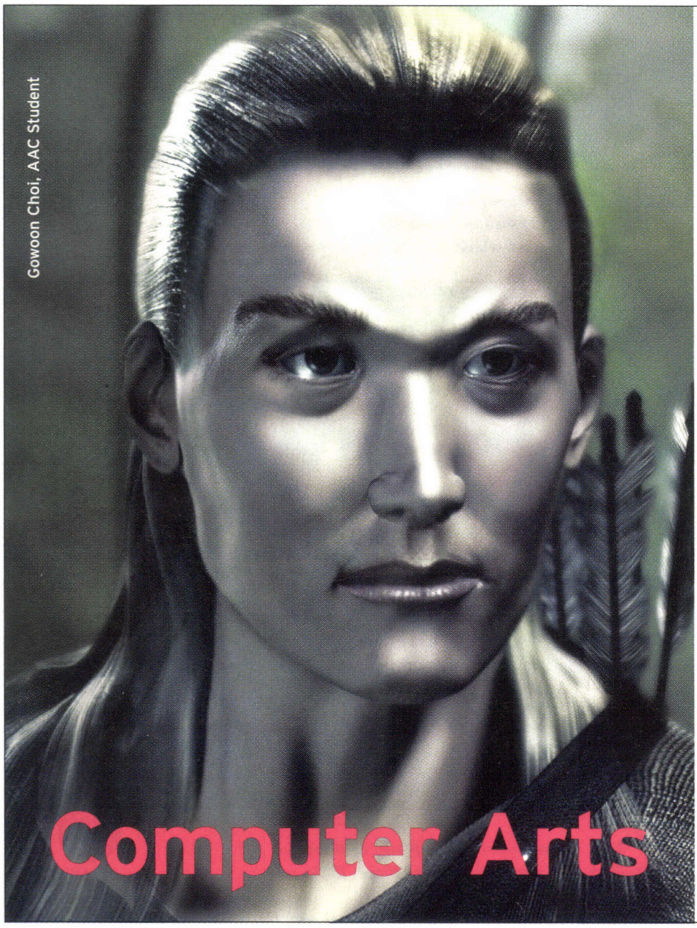


BY STAR DINGO

- Developed by Eurocom
- Published by THQ
- Target release date: Fall 2003

PlayStation 2 GameCube

FIRST LOOK



2D & 3D Animation | 3D Modeling | Character Design

Computer Graphics | Digital Imaging | Filmmaking

Game Design | Visual Effects | Web Design | And more...

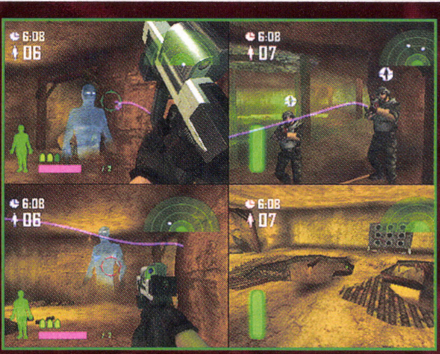
AA | BFA | MFA Degrees
Portfolio Development | Online Classes

Apply Now for Fall, Spring & Summer Semesters

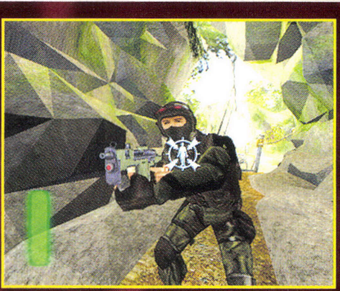
High School Scholarships & Teacher Grants Available

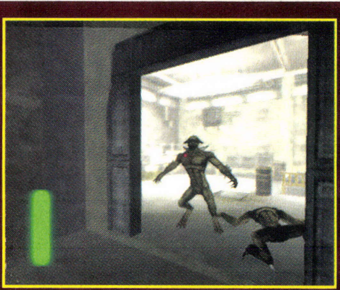
AcademyOfArtCollege
1.800.544.ARTS | www.academyart.edu

79 New Montgomery St., San Francisco, CA 94105
Nationally Accredited by ACICS, NASAD & FIDER
Established in 1929

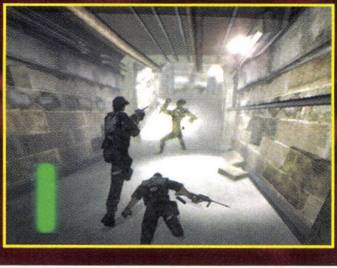


Geist





As a first-person shooter, Geist's E^3 demo version looked above-average, but what really turned heads was the intriguing concept behind the game. You play as a ghost with the ability to possess living beings and jump from host to host as you continue on your quest. Need a code to get past a door? Possess someone who knows the code. Being pinned down by an enemy with a super-leet weapon? Drop your current host and possess *that* enemy, and you now have that weapon for yourself. You can also possess everything from enemy soldiers to dogs and mice, or pass virtually unseen in your ghost form with only your fellow lurking spirits to fear.



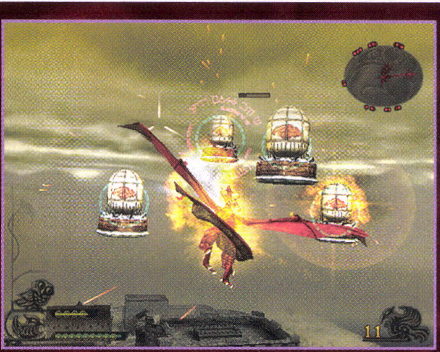
BY D-PAD DESTROYER

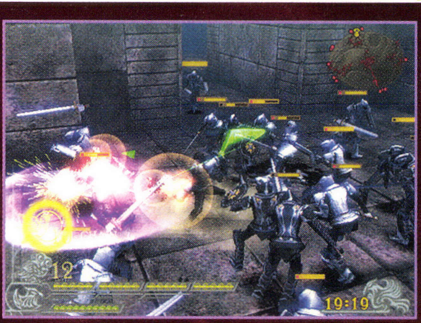
- Developed by N-Space
- Published by Nintendo
- Target release date: 2004

GameCube

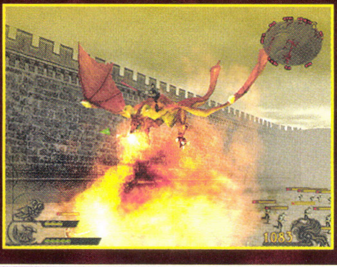
FIRST LOOK

Drakengard

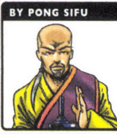




Barring Panzer Dragoon and Savage Skies, dragons and humans have never gotten along all that well. But in Square Enix's upcoming Drakengard, you play Kyme, a dethroned prince who makes a pact with a red dragon to defend his homelands against imperialistic conquerors. Since both Kyme and the ancient 'zard are mortally wounded, the supernatural bond between the two is symbiotic as each one's mortality is intrinsically entwined with the other's. Astride the beast, you can smash the Empire's forces with hellish fire attacks and engage in savage dogfights high above the land. You can also dismount and explore lush environments or fight melee battles as Kyme. The attributes and attacks of both characters can be upgraded throughout the game, giving it a slight RPG feel.



BY PONG SIFU

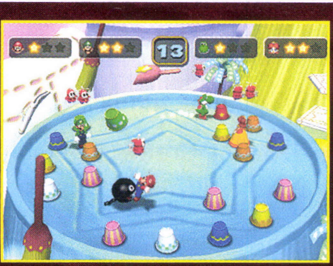


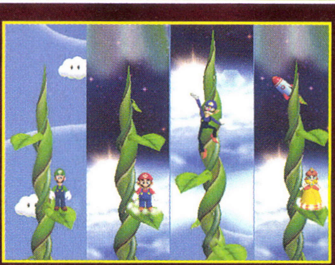
- Developed by Cavia
- Published by Square Enix U.S.A.
- Target release date: Spring 2004

PlayStation 2

FIRST LOOK

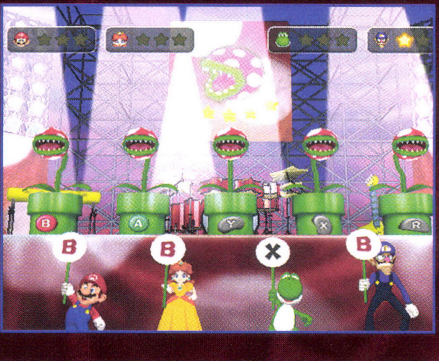
Mario Party 5





04
03
13
05
03

Nintendo's super plumber and his all-star gang of cohorts are back again for a fifth round of virtual board-game multiplayer craziness. In the game, you must outrace your opponents around a variety of colorful game boards while collecting as many coins, stars, and other cool bonuses to restore peace to Dream World. On the way, you and four other friends will encounter more than 60 all-new, finger-twisting mini-games, including new dual and everyone versus Bowser challenges, plus an added 3D map can help ease your navigation on the squared worlds. Other additions include new characters like Baby Bowser and Toad; the ability to change the location of event spaces on the game board; and a faster-paced single-player mode.



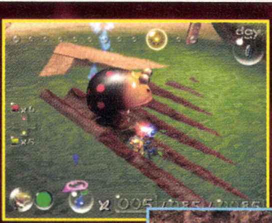
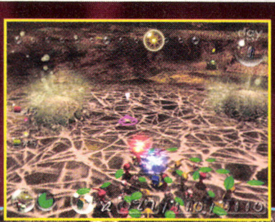
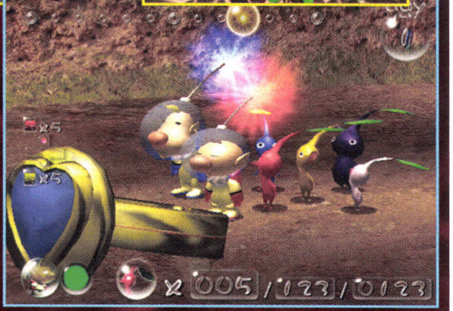
BY FOUR-EYED DRAGON

- Developed and published by Nintendo
- Target release date: Winter 2003

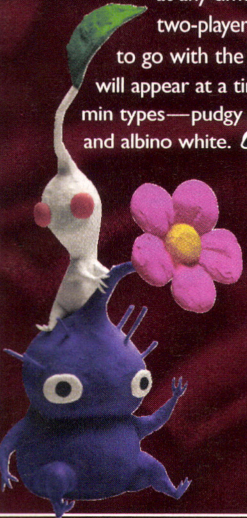
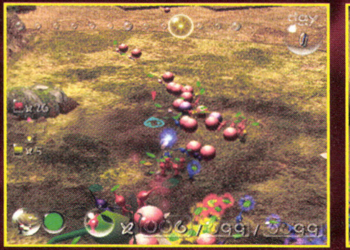
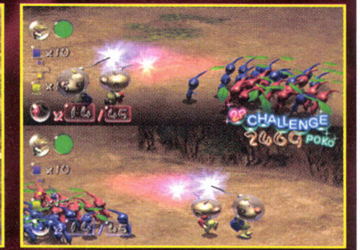
GameCube

FIRST LOOK

Pikmin 2

ALTHOUGH NINTENDO LEAKED a couple of early (cough) Pikmin 2 screens a while back, this new batch shows a game that's come a long way since then. There's a plot now, too: Captain Olimar's company is 10,000 pokos in debt, and he's decided to pay it back by returning to the Pikmin planet and using its inhabitants to unearth valuable treasure. His spaceman assistant (Nintendo of America hasn't named him yet, but Japanese reports are calling him Looji, a very bad pun on Luigi) can be switched to at any time in the single-player game, but two-player co-op is probably the best way to go with the guy. Over 60 types of enemies will appear at a time, not to mention two new Pikmin types—pudgy purple and albino white.

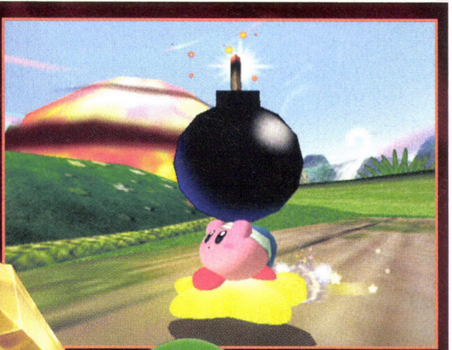
BY FENNEC FOX

- Developed and published by Nintendo
- Target release date: Winter 2003

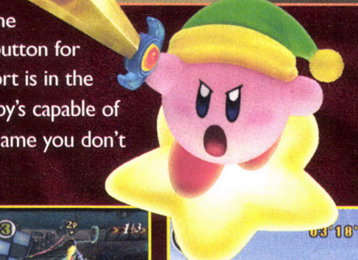
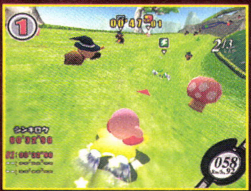
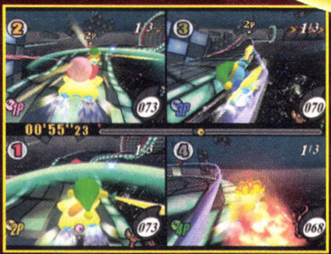
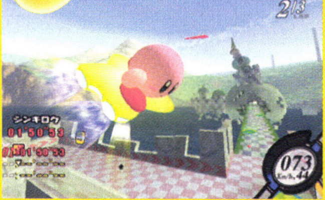
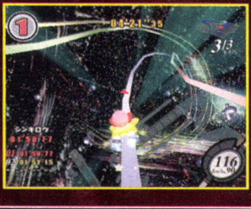
GameCube

FIRST LOOK

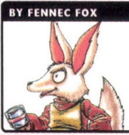
Kirby's Air Ride



EVER SINCE SHIGERU MIYAMOTO revealed Kirby's Air Ride to the world a few months ago, nobody's been exactly sure what to make of it. On the surface, Ride's a brutally straightforward Mario Kart clone—everyone's favorite pink puffball rides around on a warp star and competes against his opponents on fairly wide-open racetracks. There's a bit more to it than that, though. The one-button controls, for example, aren't quite what you'd expect: Your star accelerates automatically, and the A button is used as a combo brake and "charge" button for quick bursts of turbo speed. Full multiplayer support is in the works, and—just like in his "normal" games—Kirby's capable of transforming himself by sucking up his enemies (shame you don't see that in NASCAR more often).

BY FENNEC FOX



- Developed by HAL Laboratory
- Published by Nintendo
- Target release date: Winter 2003

GameCube

FIRST LOOK

do something with your life

or not.

> A **real** college degree, focused on advancing technology.

Available online or on-campus.

GAME DESIGN
VIDEO PRODUCTION
DIGITAL ANIMATION
NETWORK SECURITY
E-COMMERCE
SOFTWARE ENGINEERING
TECHNOLOGY MANAGEMENT
MULTIMEDIA
WEB DESIGN
DATABASE MANAGEMENT

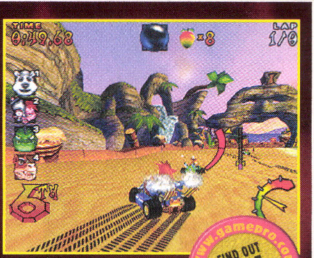
University of Advancing Technology
UAT
Learn. Experience. Innovate.

Learn more.

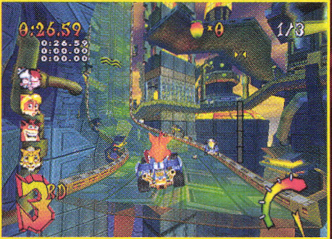
www.uat.edu or 800.658.5744

c2382

Crash Nitro Kart



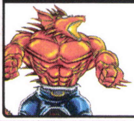
THE HYPER-CRAZY LOVEABLE bandicoot is back for another thrill ride. This time, though, his adventure is in the form of kart racing, and Crash must race not to achieve glory, but to save Earth from destruction. Beyond the goofy story line, Crash Nitro Kart allows speedsters to race on over 17 courses throughout four wondrous worlds that feature such environments as jungles, volcanoes, and space stations. The game enables up to eight people to play at once, while an arena editor lets you create customized arenas for multiplayer battles.



Note: All screens shown here are from the PlayStation 2 version.

FIND OUT MORE ONLINE www.gamepro.com

BY FOUR-EYED DRAGON



- Developed by Vicarious Visions
- Published by Vivendi Universal
- Target release date: November

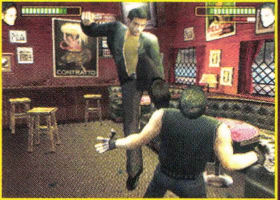
PlayStation 2 Xbox GameCube

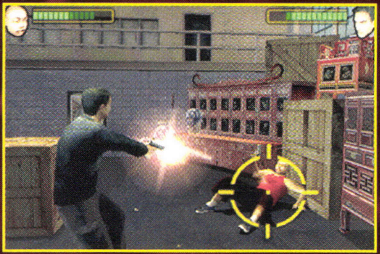
FIRST LOOK

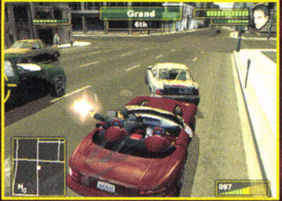
True Crime: Streets of L.A.

WHEN THE CITY of Angels erupts during a turf war between a Chinese Triad and a Russian cartel, it's up to pistol-packing, fist-throwing supercop Nick Kang to clean up the filth and make the streets safe for honest folks like you and me. Mixing genres, True Crime: Streets of L.A. offers players a variety of gameplay styles, including car chases, gunfights, and hand-to-hand combat in over 100 missions throughout a vast, breathing simulacrum of Los Angeles.

Note: All screens shown here are from the PlayStation 2 version.







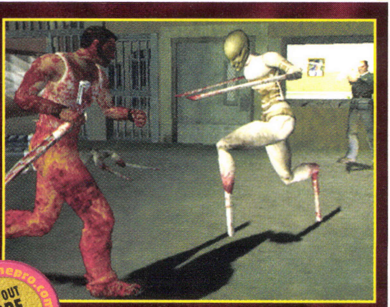
BY PONG SIFU

- Developed by Luxoflux
- Published by Activision
- Target release date: September

PlayStation 2 Xbox

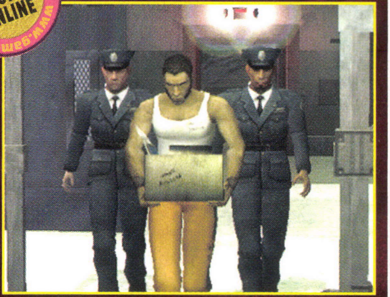
FIRST LOOK

The Suffering



MIDWAY WILL BE taking the survival/horror genre out of zombie-infested mansions and haunted towns, and setting it inside the confines of a maximum-security pen with The Suffering. As a death row inmate named Torque, you seek the help of other hardened lifers to fight against the ghastly spirits of previously executed prisoners and face your own inner demons in what Midway's touting as a gore-drenched excursion into hair-raising territory.

FIND OUT MORE ONLINE www.gamepro.com



Note: All screens shown here are from the PlayStation 2 version.

BY PONG SIFU

- Developed and published by Midway
- Target release date: Fourth Quarter 2003

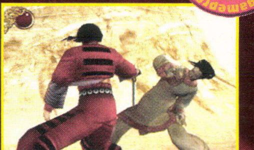
PlayStation 2 Xbox GameCube

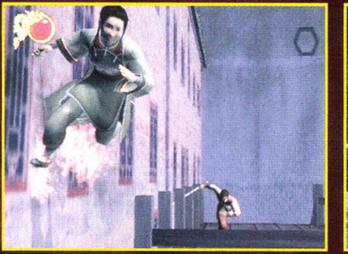
FIRST LOOK

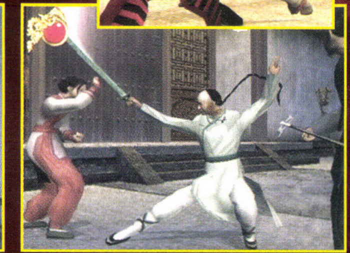
Crouching Tiger, Hidden Dragon

THE CLOUD-HOPPING KUNG-FU masters of Ang Lee's epic film return in Crouching Tiger, Hidden Dragon, a martial arts action/adventure based on the film of the same name. As one of four characters with unique moves, talents, and weapons, you explore exotic environments and engage in superhuman battles of extraordinary magnitude against guys with funny haircuts. Ubi Soft is hoping to re-create the ambience of the film by providing Mandarin dialogue with English subtitles. Dope!

FIND OUT MORE ONLINE www.gamepro.com





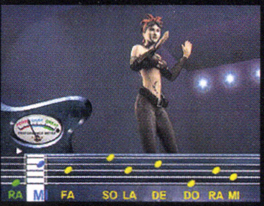


BY PONG SIFU

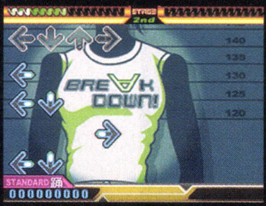
- Developed by Genki
- Published by Ubi Soft Entertainment
- Target release date: August

PlayStation 2

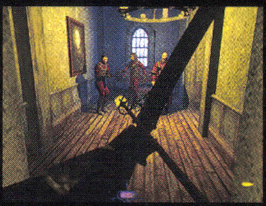
FIRST LOOK



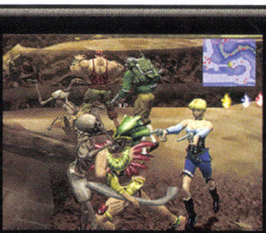
Karaoke Revolution
PS2
Target release date: November



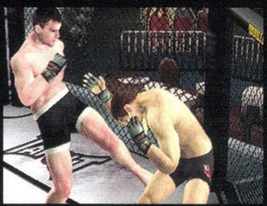
Dance Dance Revolution Ultramix
Xbox
Target release date: October



Thief 3
Xbox
Target release date: Winter 2004



McFarlane's Evil Prophecy
PS2
Target release date: November

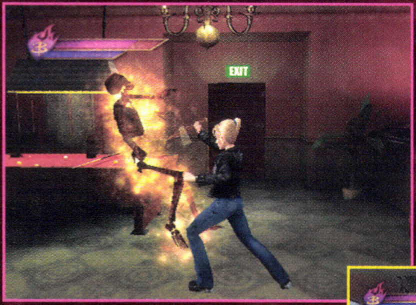


UFC: Sudden Impact
PS2
Target release date: Fall 2003

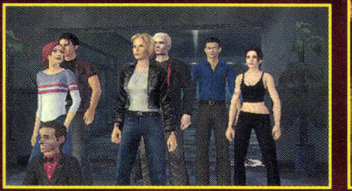
Buffy the Vampire Slayer: Chaos Bleeds

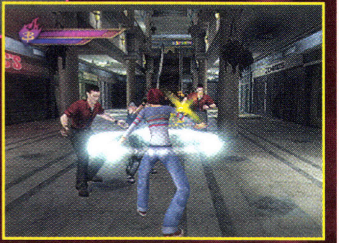
www.gamepro.com FIND OUT MORE ONLINE

WELCOME TO THE Hellmouth…again. Taking place during the Scooby gang's tangle with Glory (season five, taking place after "Intervention"), Chaos Bleeds pits Buffy against The First Evil, who is enabling a dimensional bleed to consume humanity. Been there, done that, you say? Ah, but this Slayer has multiplayer with five different gameplay modes, including the intriguingly named Bunny Catcher. Plus, you can also fight as Xander, Willow, Spike, Faith, or—for reasons unknown—Sid the Dummy from season one's "Puppet Show" episode.



Note: All screens shown here are from the PlayStation 2 version.





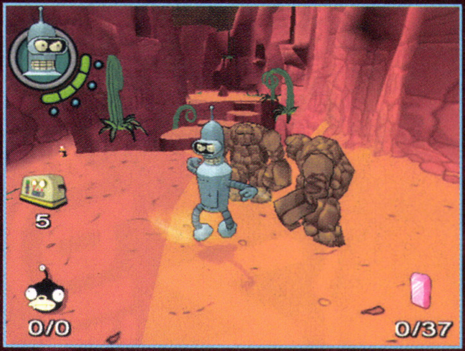
BY MISS SPELL

- Developed by Eurocom
- Published by Sierra
- Target release date: Fall 2003

PlayStation 2 Xbox GameCube

FIRST LOOK

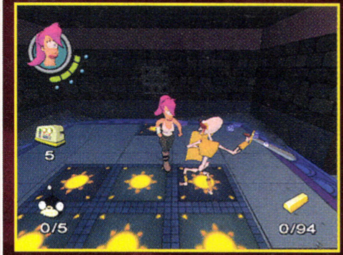
Futurama

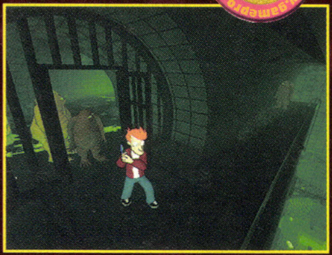


AFTER DOZENS OF priceless video-game references, *Futurama* has finally become one itself. Fans of the show can control one of four main characters through Matt Groening's witty and painfully inauspicious look at the 31st Century. The game features 30 minutes of new footage, the same crisp, cartoon-rendered style seen in the show, and the Groening promise that "it involves blasting a lot of aliens." What could be better?

Note: All screens shown here are from the PlayStation 2 version.

www.gamepro.com FIND OUT MORE ONLINE





BY SIMON LIMON

- Developed by Unique Development Studios
- Published by Sierra
- Target release date: August

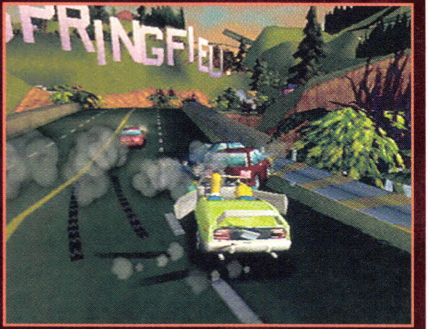
PlayStation 2 Xbox

FIRST LOOK

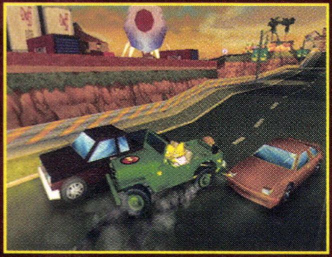
The Simpsons Hit & Run

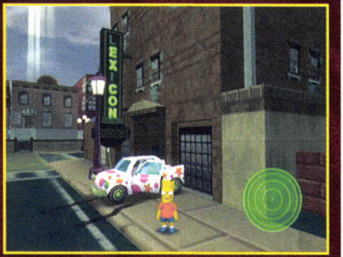
www.gamepro.com FIND OUT MORE ONLINE

AFTER THE SIMPSONS ROAD RAGE blatantly mimicked Crazy Taxi, Hit & Run plans to continue the copycat tradition by transforming Vice City into the Simpsons' loveable hometown of Springfield. This time, players will be able to step out of their cars and walk into familiar spots like the power plant and the Kwik-E-Mart. With funny new content and diverse gameplay, this may finally be the first Simpsons game that the Comic Book Guy actually approves of.



Note: All screens shown here are from the PlayStation 2 version.





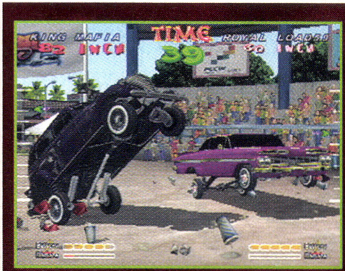
BY SIMON LIMON

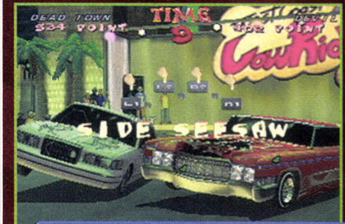
- Developed by Radical Entertainment
- Published by VU Games
- Target release date: September

PlayStation 2 Xbox GameCube

FIRST LOOK

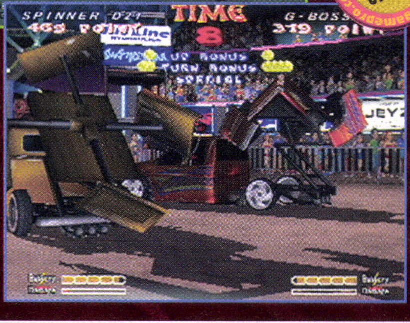
Lowrider





SOMETIMES IT DOESN'T really matter whether a game turns out good or not to grab your attention. Lowrider is one such game, a sort of Dance Dance Revolution starring dancing cars and trucks with beds that rotate at a high velocity instead of people with rhythm. Hopefully, Lowrider will turn out to be a bit more than just a novelty act, though—the game features lots of car customization options (including new hydraulics and sexxxy paint jobs), and several two-player car-hopping and dance competitions. And the more the merrier—this is definitely the kind of game that's better when there are other people in the room to witness it.

www.gamepro.com FIND OUT MORE ONLINE



BY EVIL STAR DINGO

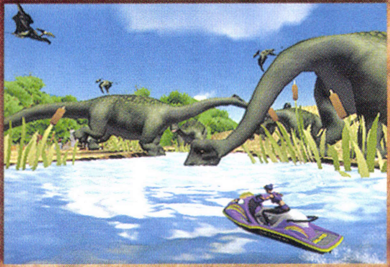
- Developed and published by Jaleco
- Target release date: September

PlayStation 2

HANDS-ON

SplashDown®
Rides Gone Wild™
KEEP OUT
It's Myne!

Theme park inspired locales


Each lap changes to open new paths and shortcuts

Insane stunt system

Wild waves, rapids and jumps

EVERYONE E CONTENT RATED BY ESRB
Mild Lyrics
Mild Language

PlayStation®2

rainbow STUDIOS

THQ®
www.thq.com

© 2003 THQ Inc. Splashdown, Rainbow Studios, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. ® SEA-DOO is a registered trademark of Bombardier Inc., used under license to THQ Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PlaySmart

Maximize your video gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's website at **www.esrb.org** or call **800/771-3772** for more information.

Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

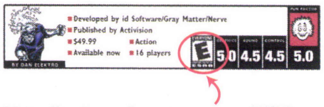
Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's website, or call its toll-free phone number for updated rating information.

WHERE TO FIND THE ESRB RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our website lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*.

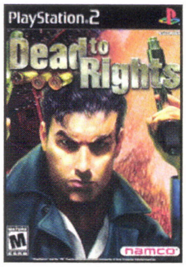


- Developed by id Software/Gray Matter/Nerve
- Published by Activision
- $49.99
- Action
- Available now
- 16 players

Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

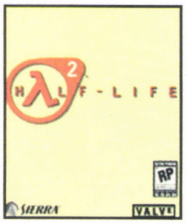
Dead to Rights
By Namco

You play a good guy with lots and lots of guns, and a decidedly vicious streak. While the gore isn't too outlandish, the violence is—and the M rating is very well warranted as you're able to grab enemies, use them as human shields, and then coldly shoot them in the back once you're through. Early on, there's a "naughty" sequence involving a (nudity-free) striptease.



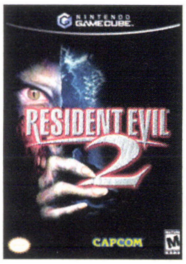
Half-Life 2
By Sierra

Like most shooters, Half-Life 2 has tons of animated violence that's not suitable for anyone under 17 years old. There's a lot of shooting using both realistic and fantasy weapons, a huge amount of blood, and some intense life-like situations that a younger audience may not fully comprehend.



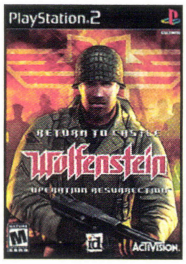
Resident Evil 2
By Capcom

Resident Evil 2's graphic violence includes busting up humanlike zombies to mulch with high-powered guns and other stinging weapons. There isn't a shortage of blood, either, whether it's squirting out of a decapitated body or smeared all over a reanimated corpse. The imagery in the game can be dark and a bit morbid at times, too.



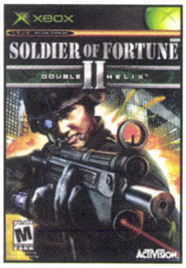
Return to Castle Wolfenstein: Operation Resurrection
By Activision

Nazi enemies, blood, heavy weapons, the occult—Return to Castle Wolfenstein: Operation Resurrection has all the makings of a video game intended for adults, and it doesn't stray far from the PC hit on which it's based. It's worth noting that players can also find bottles of wine that, when consumed, increase their health.



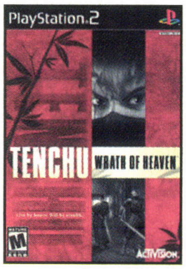
Soldier of Fortune II: Double Helix
By Activision

Based on the mercenary magazine of the same name, the Soldier of Fortune series is known for serious gore (unless you choose to turn it off, expect lots of blood and plenty of dismemberment). You can target specific limbs and shoot guns out of enemies' hands, among other things. The weapons are realistic, and so is the violence.



Tenchu: Wrath of Heaven
By Activision

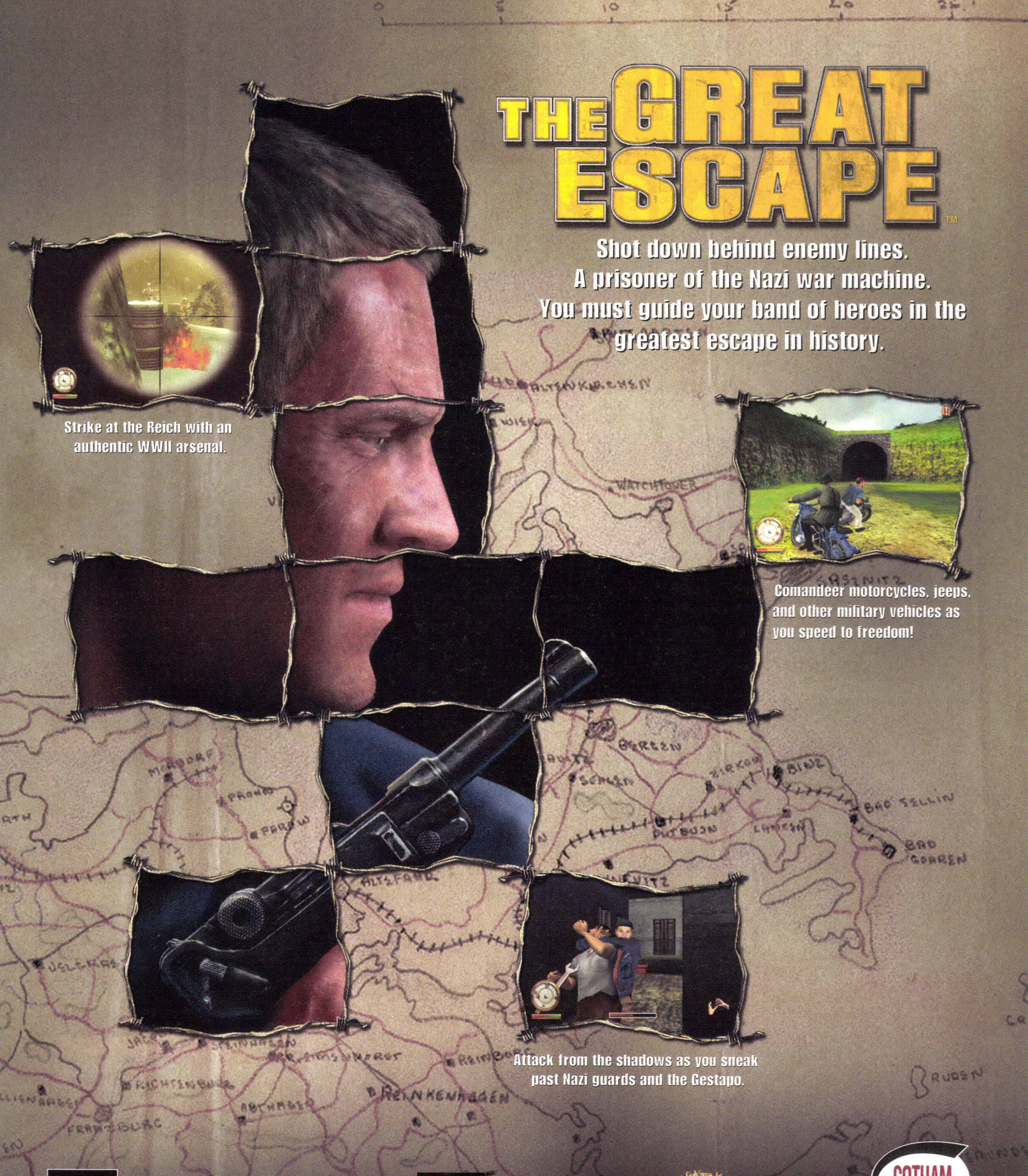
In Tenchu: Wrath of Heaven, you don the mask of a highly trained assassin who specializes in bladed weapons. Of course, this leads to mucho bloodletting, and gallons upon gallons of arterial spray accompany most kills. You'll also have to stick it to guard dogs, which could upset some of the young folks out there.



Note: Some box art may not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Return to Castle Wolfenstein: Operation Resurrection	M
Soldier of Fortune II: Double Helix	M
Enter the Matrix	T
Hulk	T
K-1 World Grand Prix	T
Midnight Club II	T
Rise of Nations	T
Silent Line: Armored Core	T
Ultimate Muscle: Legends vs. New Generation	T
Advance Wars 2: Black Hole Rising	E
Ape Escape 2	E
Donkey Kong Country	E
NCAA Football 2004	E
Sonic Pinball Party	E
Speed Kings	E



THE GREAT ESCAPE™

Shot down behind enemy lines.
A prisoner of the Nazi war machine.
You must guide your band of heroes in the
greatest escape in history.

Strike at the Reich with an authentic WWII arsenal.

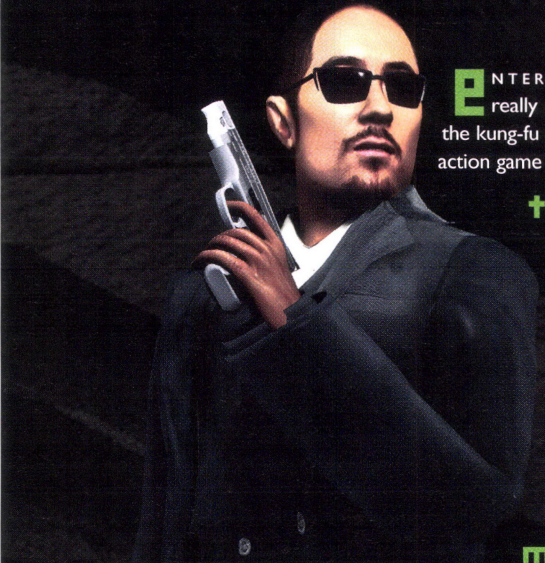
Comandeer motorcycles, jeeps, and other military vehicles as you speed to freedom!

Attack from the shadows as you sneak past Nazi guards and the Gestapo.

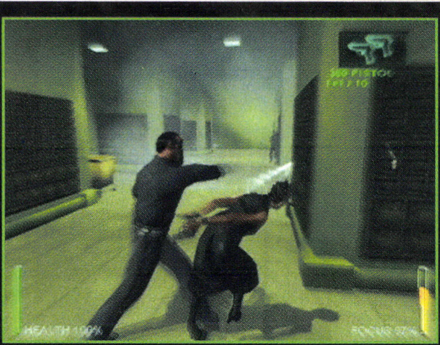
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

THE GREAT ESCAPE Interactive Game (certain audiovisual components) TM & © 2003 Metro-Goldwyn-Mayer Studios Inc. THE GREAT ESCAPE Motion Picture © 1963 Metro-Goldwyn-Mayer Studios Inc. THE GREAT ESCAPE Interactive Game (software) © 2003 SCi Games Limited, developed by Pivotal Games Limited. Steve McQueen TM Licensed by Chadwick McQueen and The Terry McQueen Testamentary Trust Represented by The Roger Richmond Agency, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. 2003 Take-Two Interactive, Inc. ALL RIGHTS RESERVED.

ENTER THE MATRIX



The story ties in to *The Animatrix* and *The Matrix: Reloaded*...but unlike those, this tale isn't very coherent on its own.



PROTIP: Engaging in hand-to-hand combat increases your Focus meter. Shooting people does not.

Enter the Matrix took the red pill before it was really ready to know the truth. A few more months in the kung-fu simulator would have done this smartly conceived action game a freakload of good.

the matrix revolutions

Enter the Matrix is most interesting as part of the Wachowski Brothers' "multimedia revolution," their novel attempt at telling a complete story through several different channels—in this case, a movie (*The Matrix: Reloaded*), an anime DVD (*The Animatrix*), and a video game. Enter the Matrix tells the stories of Niobe and Ghost, two *Reloaded* side-characters, and serves as an extended "Meanwhile..." to the events of the film. By design, Enter the Matrix's story (by itself) doesn't make a lick of sense; it only has meaning in the context of the film.

www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com

mission aborted

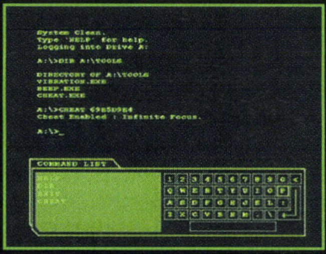
Unfortunately, Enter the Matrix makes a more exciting entertainment experiment than it does a game. It's a coulda-been-solid actionfest that was clearly rushed out the door during its crucial "tweak" phase in order to match the movie's release date.

The control is the biggest victim—floppy, crude, and not at all as graceful as a *Matrix* game should be. Doing cool crap like cartwheels and wall-flips is clumsy thanks to the shoulder button–intensive control scheme, and the quickly draining Focus meter doesn't let you take advantage of the game's best feature as much as you'd like. Too much gameplay relies on the really wonky long-range shooting; cover is almost useless since most enemies seem to be able to shoot through walls; and most attempts at *Matrix*-y finesse usually result in death—be prepared to rush headlong into things if you want to succeed.

The graphics are extremely mixed. The textures in environments are often awful, and some peripheral driving sequences look like they belong on the original PlayStation. The slow-motion Focus attacks, on the other hand, look great—occasional collision problems aside, they manage to capture the movie's thrilling tendency to ignore gravity with style. The sound effects and house music are movie-quality, too, with dead-on flip-whooshes and liquid-ammo effects.

enter the cheat code

Enter the Matrix is an excellent example of a game that's far, far better when you're cheating: Turn on Infinite Focus and Infinite Health, and you'll be able to experience all the good stuff—slo-mo kung-fu and the cool new story sequences—without having to deal with all the rest. It's just a shame that there are *Matrix* clones that perform the bullet-time ballet better than this.



```
System Clean.
Type 'HELP' for help.
Logging into Drive A:

A:\>DIR A:\TOOLS

DIRECTORY OF A:\TOOLS
VIBRATION.EXE
BEEP.EXE
CHEAT.EXE

A:\>CHEAT 69E5D9E4
Cheat Enabled : Infinite Focus.

A:\>_
```

PROTIP: In Hacking mode, type DIR A:\TOOLS [ENTER]. Then type CHEAT 69E5D9E4 [ENTER] to get Infinite Focus and make the game way more fun. Careful, though: Some levels are impossible to complete while cheating.

GRAPHICS 3.5

The graphics are wildly inconsistent: Great-looking shiny clothing textures clash with ugly, simple wall textures. Neato camera angles and slow-motion kung-fu moves are countered by puppety running and climbing animations.

SOUND 4.5

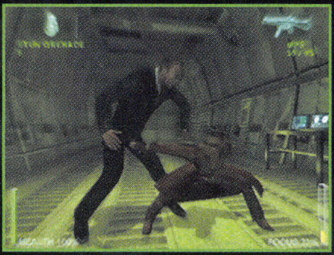
This is where the game most closely captures the *Matrix* spirit—cool techno music and familiar sound effects. And heck, real actors from the movie, too, and in brand-new film sequences! You can't ask for more than that, really.

CONTROL 2.5

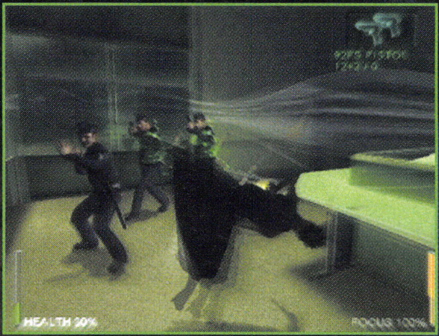
In the actual Matrix, you can outmaneuver gravity, command time, and bend the laws of physics to your will. In the *Matrix* game, you can kinda sorta almost guess what that might be like, maybe.

FUN FACTOR 3.0

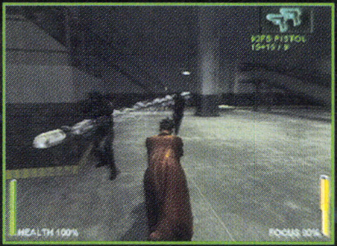
Lovers of *Le Matrix* should play just to see all the official Wachowski peripheral story stuff—it's really quite cool—but the PS2 game was jacked out of its own development Matrix too early.



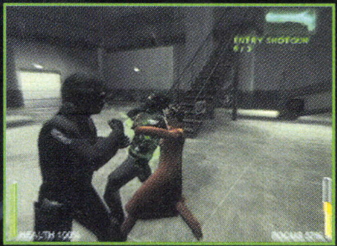
PROTIP: You aren't Neo. You can't kill Agents. You'll have to use more creative methods to put them out of commission instead.



PROTIP: Certain levels (like "Breakout!" in Niobe's quest) have infinite enemies–your goal is to just find a door.



PROTIP: Try this technique in close-quarters combat: Focus, then press □ as you're running toward enemies to dodge their bullets...



...then press □ again when you're near them to quickly disarm them.

BY EVIL STAR DINGO

- Developed by Shiny
- Published by Atari
- $49.99
- Action
- Available now
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	2.5	3.0

P.N.03™
PRODUCT NUMBER

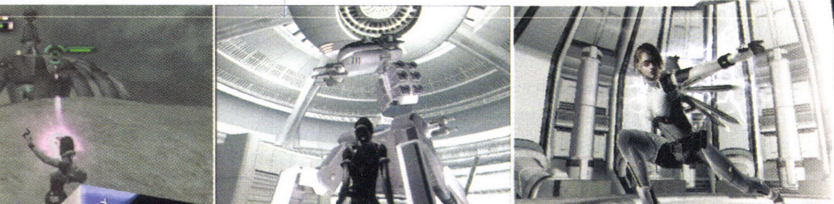
P.N.03

DANGER AROUND EVERY CURVE.

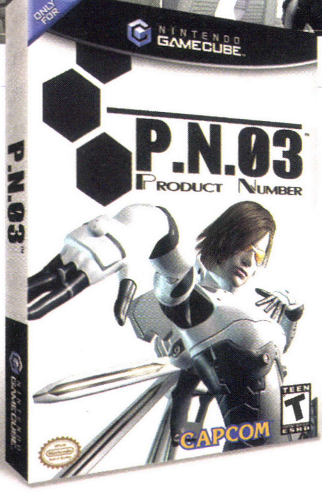
EXHILARATE YOUR SENSES in this all-new, all-out fast action frenzy created exclusively for the Nintendo GameCube™. A Computer Arms Management System has gone haywire on a distant planet. The hopes of an entire civilization rest with Vanessa Schneider, a mercenary robot killer with a personal grudge to settle. With moves that amaze and an attitude to match, only she can demolish the mechanical menace.

YOU'VE NEVER SEEN ACTION LIKE THIS.

demolish robots, machines, mega weapons and transforming enemies with your bare hands



master stylish moves and powerful attacks for enhanced choreographed gameplay



NINTENDO GAMECUBE™

CAPCOM®
capcom.com

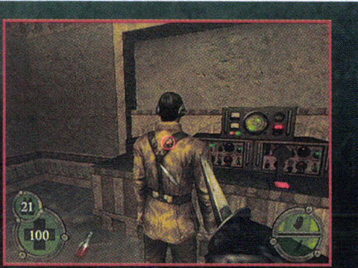
BRADYGAMES Strategy Guide AVAILABLE

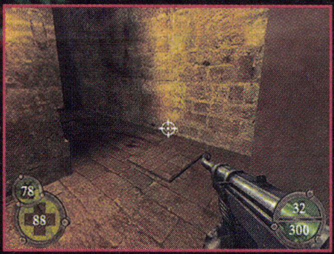
TEEN
T
CONTENT RATED BY ESRB
Suggestive Themes
Violence

© CAPCOM CO., LTD. 2003 © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. P.N.03 is a trademark of CAPCOM CO., LTD 2003. The ratings icon is a registered trademark of the Interactive Digital Software Association. LICENSED BY NINTENDO. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

RETURN TO CASTLE Wolfenstein OPERATION RESURRECTION

BEFORE IT WAS overpowered by Medal of Honor: Allied Assault, Return to Castle Wolfenstein led the PC's charge into WWII combat. Backed by new levels and features, it's now landing on the PS2 shores, but the splash isn't nearly as impressive—the action just feels more generic than riveting.

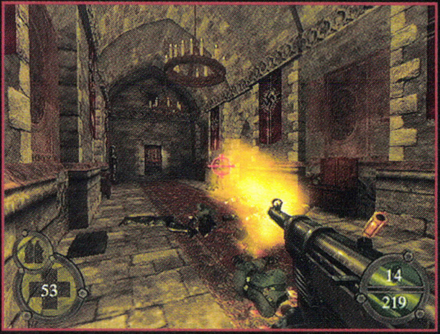

PROTIP: If you sneak up behind an enemy and backstab him silently, you'll always get rewarded with a bonus, such as a health pack.

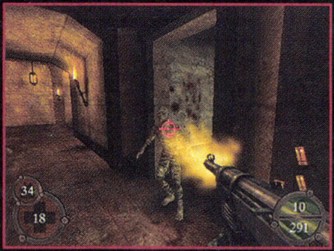

PROTIP: Traps are not uncommon, so watch for the telltale bloodstains on the walls and raised tiles on the floors.

MORE EVILER NAZIS

Spiced by a campy occult presence, Wolfenstein follows the adventures of an Army Ranger as he attempts to snuff the Nazis' experiments with zombies, superhuman soldiers, and more. The Operation Resurrection tagline refers to the PS2 edition's seven new prologue levels and its new player-upgrade system, which rewards you for finding secret areas. Even in the PC original, the gameplay was more of a fun, mindless, run-forward-and-shoot twitchfest than a strategic, immersive epic, but unfortunately, Wolfenstein doesn't even fare that well on the PS2. The new levels are just plain boring, and the action doesn't really pick up until you hit the original PC missions. Far worse, the game completely—and lamely—lacks multiplayer action or online support.

Between the jerky animations and the jaggy textures, the mediocre visuals are a big part of the problem. The sound fares a bit better with amusing dialogue and movie-style music, but the weapons effects ring flat. As for the controls, everything performs smoothly except the auto-aim option, which isn't as crisp or effective as it should be.


PROTIP: The enemies are surprisingly resilient, so you can expect to have to throw a lot of lead their way and avoid getting outnumbered.


PROTIP: When zombies fall the first time, they aren't dead–shoot them until they explode.

www.gamepro.com FIND OUT MORE ONLINE

"X" MARKS THE SPOT

If you're interested in a console version of Wolfenstein, the Xbox edition gets top honors for its sharper graphics, online support, and multiplayer modes. If the PS2's your only option, Wolfenstein is best enjoyed as a rental—it just doesn't pack $50 worth of punch.

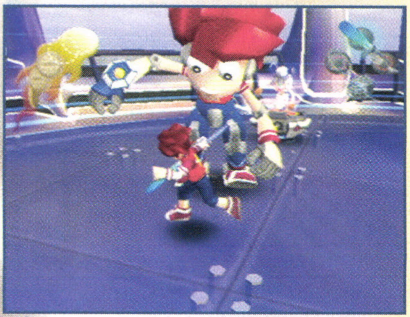
BY AIR HENDRIX

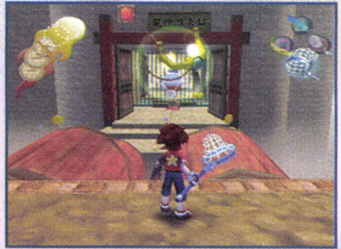
- Developed by Raster Productions
- Published by Activision
- $49.99
- Available now
- First-person shooter
- 1 player

MATURE	GRAPHICS	SOUND	CONTROL	FUN FACTOR
M CONTENT RATED BY ESRB	3.0	3.5	4.0	3.0

APE ESCAPE 2

THIS CAPTIVATING SEQUEL to the PlayStation cult fave has you traipsing trippy worlds, collecting a cornucopia of rampaging monkeys with an array of bizarre gadgets. Like its predecessor, solid platform elements and refreshingly innovative controls combine with lollipop-cute art direction and honest-to-God tear-jerking charm, resulting in a polygonal fantasia that shouldn't be overlooked for its lack of a marketable mascot.


PROTIP: Use the Super Hoop to avoid Robo Jimmy's attacks and then hit him with your Stun Club while he's dazed.

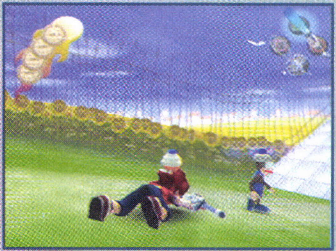

PROTIP: If you come to a confounding puzzle, stand still and let your sidekick, Pipotchi, give you important clues.

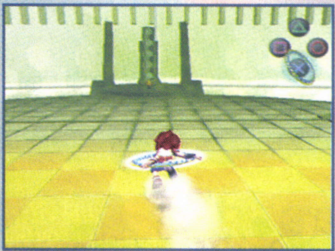
Shock the Monkey

Ape Escape 2's premise is simple: Outfitted with intelligence-enhancing helmets, an army of super chimps, led by an angry albino imp named Spectre, has ditched Monkey Park for better worlds where they can be free to play games, hang in trees, or munch bananas on the beach without being hassled by The Man. Your job is to find the critters and catch them with a net that transports them home.

What makes Ape Escape 2 rule is that it simply feels like no other game, thanks to an intuitive analog control scheme in which pressing or rotating the right stick both aims and activates your various gadgets. Said gadgets range from a monkey radar and speed-enhancing hula hoop to an aromatic ape-attracting banana boomerang. Mucho joy comes from figuring out ways to utilize the gizmos to solve puzzles and locate monkeys. The fantastic level designs allow for exploration without demanding aimless meandering, and they require repeat visits as you'll often come across obstacles which can't be overcome until you receive the necessary gadget later on in the game.

www.gamepro.com FIND OUT MORE ONLINE


PROTIP: Monkeys with blue pants are quick as hell, so sneak up on them, bop 'em with your Stun Club, and net them while they're reeling in agony.


PROTIP: Always opt to go through gadget training. It will provide hints for later obstacles, and you'll earn coins that can be used to unlock treats.

The Great (Ape) Escape

An already satisfying gaming experience is made even more robust with riotous mini-games like the PaRappa-inspired Monkey Dance and Monkey Soccer, and tons of unlockables such as concept art, sound tests, and monkey fables provide between-level thrills. This game will bring only happiness.

BY PONG SIFU

- Developed by SCEI
- Published by Ubi Soft Entertainment
- $39.99
- Available July
- Adventure
- 2 players

EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR
E CONTENT RATED BY ESRB	4.0	4.0	4.5	4.5

THE MOST
UNREALISTIC
RACING GAME EVER.
LTZ ROK
Nintendo
GAME BOY ADVANCE
START
SELECT
LAPS 1

Heavily armed renegade racing on 29 interplanetary tracks.

ROCK 'N ROLL RACING™

The Blizzard classic. Now on Nintendo Game Boy® Advance.

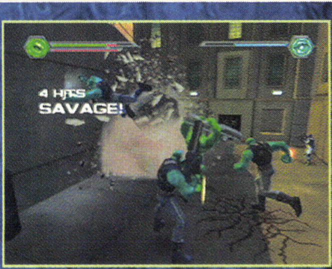
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

© 2003 Blizzard Entertainment. All rights reserved. Rock 'N Roll Racing is a trademark and Blizzard Entertainment is a trademark or registered trademark of Blizzard Entertainment in the U.S. and/or other countries. Nintendo, Game Boy, and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are property of their respective owners.

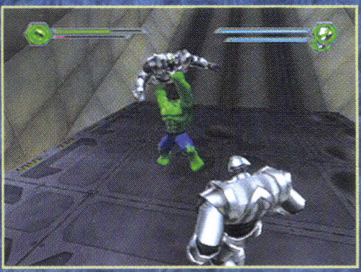
BLIZZARD ENTERTAINMENT
CLASSIC ARCADE

Hulk

GREEN-SKINNED GAMMA-RADIATED GEEKS geeks hurl crates at one another in Universal Interactive's tie-in to the Ang Lee–helmed movie. Though not as pathetic as other superhero fare like Batman: Dark Tomorrow, Hulk is nevertheless the video-game equivalent of fast food—quick, easy, and disposable. Its main problem is that poor game design choices, like interminably respawning soldiers, robots, and mutant pooches and puzzles that rarely deviate from the crate-pushing ilk, are made to present challenges for a character who can essentially put a skyscraper in a camel clutch. The result is a dime-a-dozen summer-movie-coupled yawn-fest rife with comic book in-jokes and jarring corporate product placement.



PROTIP: If you're in a tight jam, try smashing up the immediate environment. Wreckage will often serve as useful weapons.



PROTIP: Since you're invulnerable while picking up enemies, the best way to deal with multiple robots is to keep hurling them into one another.

Still, Radical Entertainment gets points for at least attempting to do something interesting with the Banner persona, whose stealth missions are shoestring-budget Metal Gear Solid vignettes. Like Spider-Man and Wolverine's Revenge, Hulk allows you to do all of the things that the original comic book character can. You can literally smash buildings and vehicles, use the wreckage as melee or projectile weapons, and perform classic Hulk attacks like pulverizing enemies by clapping your hands together or punching the ground beneath them. And though there's definitely a cathartic joy to be had for the 98-pound weakling in all of us from crushing everything and everyone in sight in a celebration of unbridled destruction, a three-day rental is a much more cost-effective way to revel in it. 🅖

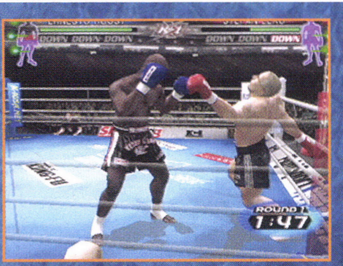
BY PONG SIFU

- Developed by Radical Entertainment
- Published by Universal Interactive
- $49.99
- Action
- Available now
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.5	2.5

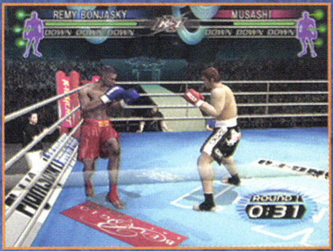
K-1 World Grand Prix



PROTIP: If you catch your opponent off balance, quickly do a combo attack starting at his legs and ending at his face.

THE K-1 CIRCUIT may be a bit toned down compared to hard-hitters like UFC and Pride, but this mixed-martial-arts competition can still give a pounding. The game based on this popular hard-knock attraction does the same, too.

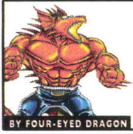
Konami did a fantastic job in making K-1 not too sim-oriented while also not making it too arcadey. In K-1, you can choose to fight as real kickboxing professionals. Controlling each fighter is like directing a pugilist in Knockout Kings. The button presses are the same, but the styles of punches and kicks look completely different from one another. The action is well balanced and fast-paced in the ring, and the game's pick-up-and-play feel is ideal for both amateur and pro fighters. Additionally, an innovative health system adds depth and strategy to the game. As you concentrate on attacking a specific body part, you must also manage your endurance level and choose an effective battle plan between rounds by choosing various recovery options.



PROTIP: To help heal your sore body more quickly, circle around the other fighter by double tapping then holding ↑ or ↓.

The graphics and sound departments could have used just as much depth. Instead, the visuals are reminiscent of how the first-generation PS2 games look—not refined and with average detail. Still, characters animating their bag of realistic gut-thumping moves smooth out the rough parts. The soundtrack, however, is a monotone of ear-piercing noises mixed with a decent amount of bodies-being-slapped effects.

In real life, K-1 appeals to a niche fighting audience—and so does this game. It may not be suitable for everyone, but even if you have an idea of what K-1 is all about, try this brawler out. 🅖



BY FOUR-EYED DRAGON

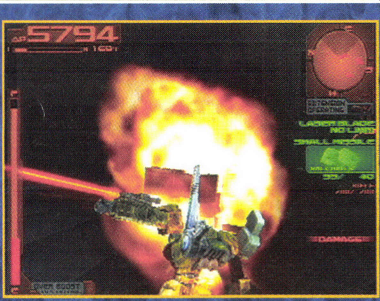
- Developed and published by Konami
- $39.99
- Fighting
- Available July
- 2 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

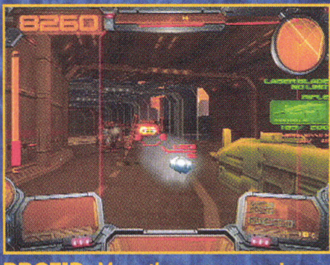
Silent Line: Armored Core

IF YOU HAVE a yen for mech-mangling *and* mech-making, Silent Line: Armored Core, which is based on the Armored Core 3 engine, has something for you. The "core" of the action takes place in the 32-stage mission mode. The story picks up where AC3 left off with you as an armor-plated mercenary recruited by the Global Cortex outfit to pacify a war-ravaged area called the Silent Line.



PROTIP: Ammo costs cash, so use your laser sword as much as possible and focus on destroying your primary target before going after other attackers.

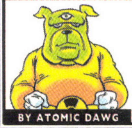
The combat is pure heavyweight war machine stuff. This means you're moving methodically by thumb-pumping action standards, and Silent Line does little to dispel the common AC critique that it can feel like pushing an anvil with your foot when you need to pull a quick 360 or strafe to dodge oncoming ordnance.



PROTIP: More than ever, evasive maneuvers are critical to your key to success and survival. Immediately strafe, hover, or jump as much as you need to avoid an enemy attack.

But Armored Core has made its name as a mech mechanic's studio, too. Silent Line outclasses everything else in the league with 13 product categories containing some 200-plus parts, weapons, and upgrades. With income-generating fighting skills, you can build your dream machine into your enemy's worst nightmare.

The mechanical mayhem looks average, although the mechs feature a certain assembly line style. Silent Line's claim to fame is the new first-person view, which looks very cool. So the Armored Core legacy continues, and this could be great or not-so-great depending on your willingness to fix as you fight. Decide on that before you take a place in the Silent Line. 🅖



BY ATOMIC DAWG

- Developed by From Software
- Published by Agetec
- $39.99
- Mech action
- Available July
- 4 players

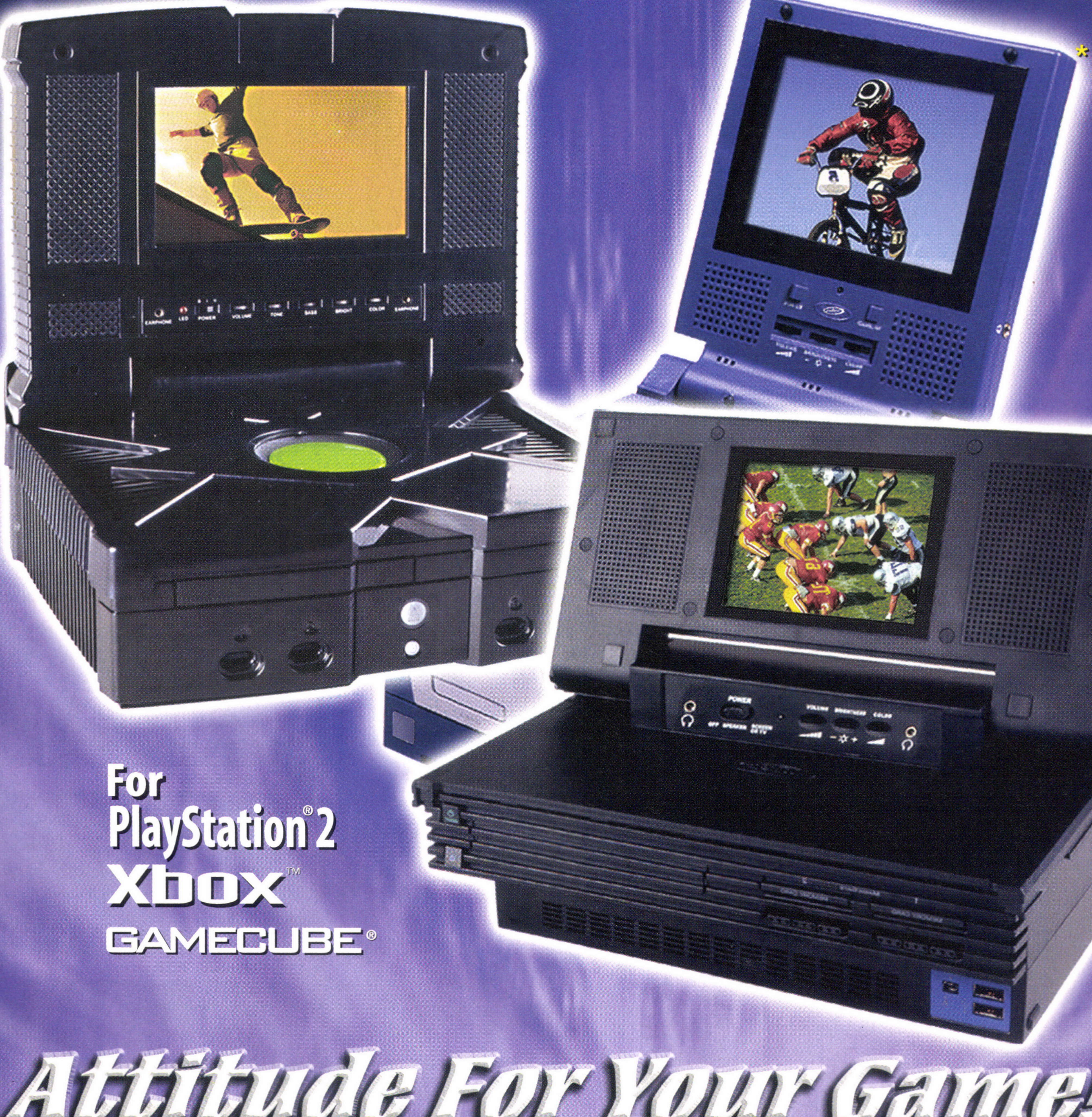
TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	3.5

intec®

GAME SCREENS

PLAY GAMES, HOME VIDEOS & DVD'S ANYWHERE!



For
PlayStation® 2
Xbox™
GAMECUBE®

Attitude For Your Game!

Available at BEST BUY Turn On the Fun eToys.com fye GAMECRAZY GameStop.com K·B toys.com MEDIA PLAY Your Entertainment Superstore sam goody got it? SEARS.com Where else? RZONE at TOYS R US TOYSRUS.COM

www.inteclink.com

©2003 Intec, Inc. All rights reserved. GameCube® is a registered trademark of Nintendo® of America Inc. PlayStation® 2 is a registered trademark of Sony® Computer Entertainment Inc. XBOX™ is a registered trademark of MicroSoft Corporation. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Nintendo® of America Inc., Sony® Computer Entertainment Inc. or MicroSoft Corporation. *GameCube® does not play DVD's

ENTER THE MATRIX

Enter the Matrix has been billed as the next evolution in gaming, marking a landmark collaboration between Hollywood and games. While that label is fitting in many ways, it also makes it reasonable for players to expect an exciting new experience—something impressive and different, or at the very least, decent. Sadly, Enter the Matrix is so flawed that even the most devoted fan will be crushed by bitter disappointment.

Whoa

First, the setup: Working from a script written by the Wachowski brothers, Shiny and Atari created a beat-em-up action game interspersed with driving and piloting levels, as well as puzzle-filled hacking. The story follows the adventures of Niobe and Ghost in much more detail than *The Matrix: Reloaded*, but it's vital to have seen both *Reloaded* and the *Animatrix* short film *Final Flight of the Osiris* to be ready to follow the game's plot.

Each character takes a different path through the game, and while some of Niobe's and Ghost's levels are pretty different, some aren't, and the story—told by an hour of movie footage—stays the same for each. The game stylishly captures the blurring combat that is the films' trademark, and the hacking game is an engaging challenge and innovative cheat mechanism.

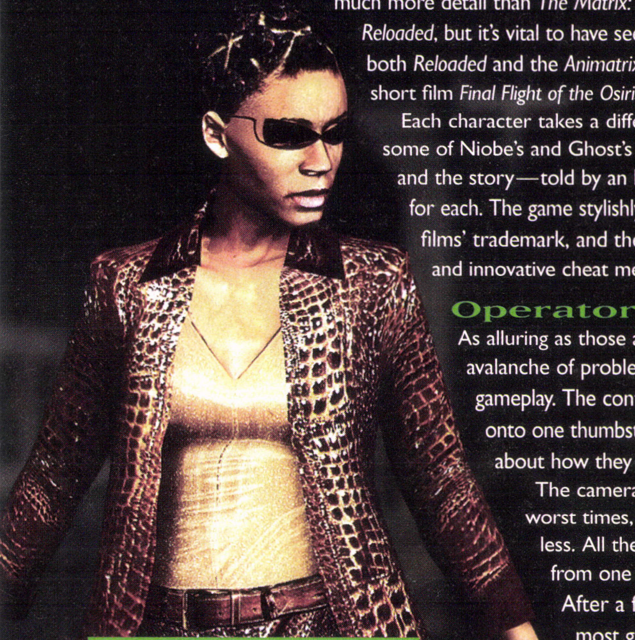
Operator, I Need an Exit

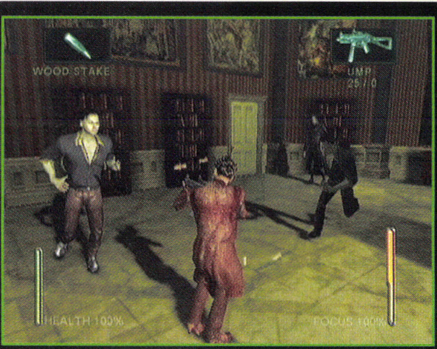
As alluring as those aspects sound, they're buried under an avalanche of problems, which boil down to controls, camera, A.I., and repetitive, buggy gameplay. The controls use a jarring approach, locking all movement and looking abilities onto one thumbstick. They can't be re-mapped to suit your taste, and lots of little details about how they handle are just screwy.

The camera leaves you high, dry, and blind to the action at the worst times, while feeble A.I. gradually makes the combat feel lifeless. All the battles play out so similarly that you tire of running from one room to the next to whup more brain-dead enemies. After a few levels and more than a few downright glitches, most gamers will be begging to jack out.

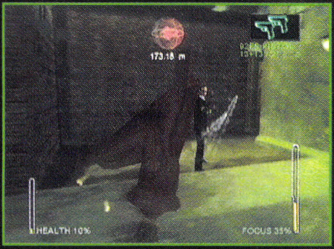
Prep the EMP

Enter the Matrix's movie footage is fascinating, though, so plugging in a cheat code to hammer through the levels is definitely the way to go. It's a shame this game wasn't delayed and released alongside the home-video version of *Reloaded*—with some extra development time, it could've been as impressive as everyone expected it to be.

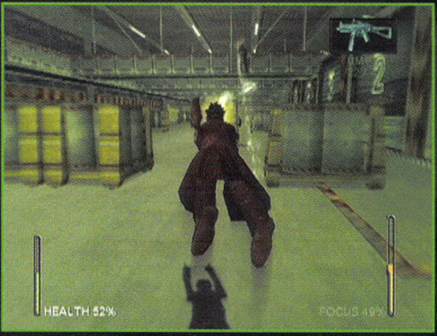




PROTIP: Hold down R and → or ← to strafe sideways and unload on multiple targets.

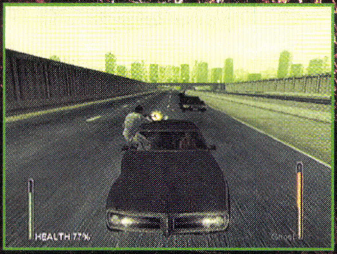


PROTIP: Cartwheeling while firing is a great way to dodge bullets while firing a few of your own. Hold Focus and → or ←, then tap Jump while firing.

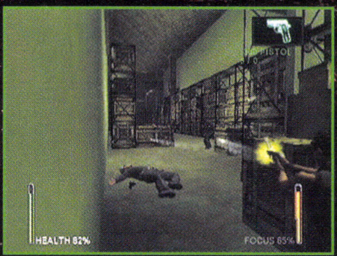


PROTIP: If you're running at an enemy who's shooting at you, use Focus and Jump to dive forward while returning fire. You'll take less damage.

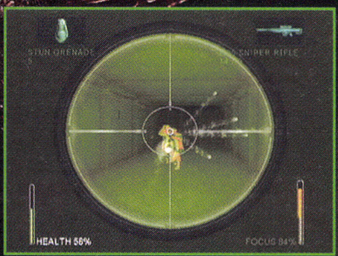
FIND OUT MORE ONLINE www.gamepro.com



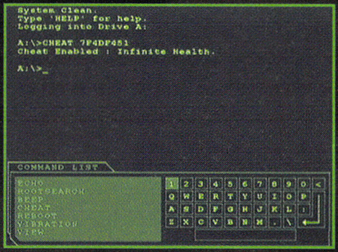
PROTIP: Use the right analog stick to look back at pursuing cars, then hold Y to have Ghost pop out and shoot when they're close.



PROTIP: Face a pile of crates (or a similar object) and tap ↑ while facing it to put your back to it. You can then lean out and shoot using Focus to pick off targets.



PROTIP: At the end of the Bowels section of the airport, hold Focus while sniping the groups of enemies to get the extra time you need, but expect your aim to suddenly get twitchy.



```
System Clean.
Type 'HELP' for help.
Logging into Drive A:

A:\>CHEAT 7F4DF451
Cheat Enabled : Infinite Health.

A:\>_
```

PROTIP: For infinite health, use the Cheat command to enter this code in the hacking game: 7F4DF451.

GRAPHICS 3.5

Some visual elements look fantastic, like the wild *Matrix* kung fu moves, but others—such as the simple act of climbing a ladder—look pathetically bad.

SOUND 4.5

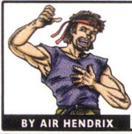
The audio soars above the game's shortcomings with awesome music and sound effects taken from the films' library and tight dialogue by the actors themselves.

CONTROL 2.0

Between the finicky target-lock camera, useless first-person view, spastic combat moves, and lack of custom configuration, these lousy controls spell doom for many an innocent controller at the hands of frustrated gamers.

FUN FACTOR 2.5

Unfortunately, Matrix is an old-skool movie-based game in the worst way, taking you back to the days when a Hollywood license was a recipe for a giant ball of suck.



BY AIR HENDRIX

- Developed by Shiny
- Published by Atari
- $49.99
- Action
- Available now
- 1 player

TEEN — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	2.0	2.5

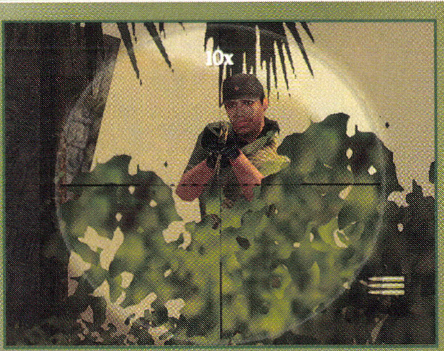
If someone wrote a book about your life, would anyone want to read it?
NAVY
accelerate your life

You've got one life. Make it count. Check out the Life Accelerator™ at navy.com or call 1-800-USA-NAVY.

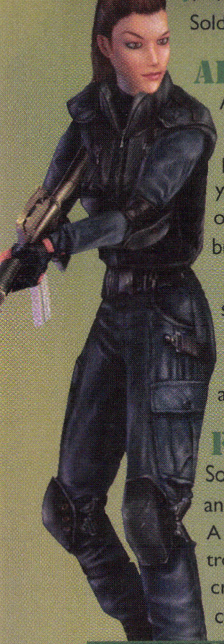
© 2001. Paid for by the U.S. Navy. All rights reserved.

SOLDIER OF FORTUNE II

DOUBLE HELIX



PROTIP: If you crouch, you can move while looking through the sniper scope. When standing and walking, you'll break away from the scope.

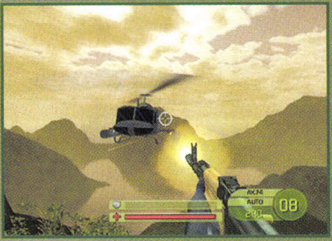


IF YOUR TRIGGER finger's been itchy for too long, the Xbox port of last year's PC hit Soldier of Fortune II: Double Helix can definitely scratch it.

ARMY OF ONE

As military "consultant" John Mullins, you're engaged in a secret war against bioterrorism on behalf of the mysterious Shop. The conflict will take you from Prague to Kamchatka, packing realistic weapons and matching bloodshed at every global hotspot. Sometimes you'll assist Marines, and other times you'll find it's better to go solo, breaking into the compounds of Colombian drug lords at your own pace. The action takes place from a first-person perspective, but that includes some vehicle-based sequences, such as manning an M60 inside a helicopter.

The sharp but dark graphics reflect the shadowy environments that often go hand-in-hand with secret missions. Enemy deaths are ridiculously overwrought with lots of melodramatic falls followed by twitching. Is this a covert operation or an opera? However, the game's incredibly accurate per-pixel hit detection—meaning you can target a leg, head, or even a weapon for specific reactions and strategic effects—offers pure shooter satisfaction.

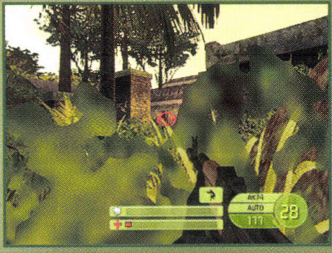


PROTIP: Don't bother shooting at the helicopter in Colombia: Forward Camp. It's scripted to go away, so lay low.

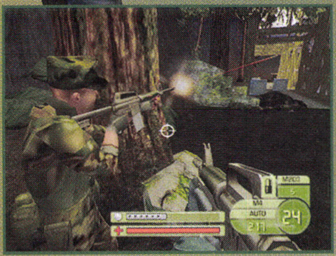
FORTUNE SMILES

Sometimes enemies take time to notice you, but once they do, the A.I. is fairly impressive. Enemies seek and use cover, hit alarms, react to sounds, and even grab new weapons if you give them the chance. A good amount of gameplay is knowing how and when to use stealth to its maximum effect. The controls take some getting used to—there are lots of weapons to juggle as well as physical positions like crouch and prone to consider—but they respond well after a few hours of play. The single-player campaign is meaty, and Xbox Live support is always welcome, but SOFII earns special awards for its random mission generator. It's the ultimate in replay value and makes a fine offline trainer besides.

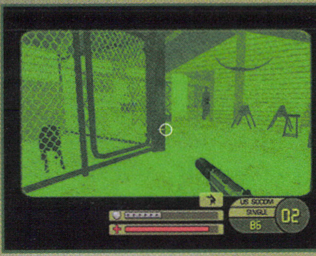
Soldier of Fortune II may sound like a mixed bag, but the action proves intense enough for players to forget the flaws. 𝑮



PROTIP: Your reticle will extend when it's aimed at targets, whether you can see them or not. Use this to your advantage in heavy brush.



PROTIP: To assist the Marines on The Bridge, go to the right, down by the water, and take out the tower sniper from below.



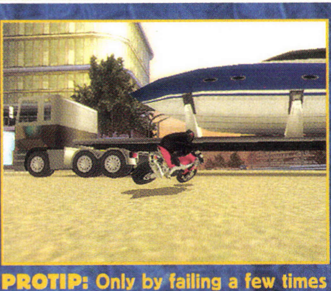
PROTIP: Stay crouched while infiltrating Vergara's mansion. Hold the A button to run, and you'll drop back to a crouch when you release it.

BY DAN ELEKTRO

- Developed by Gratuitous Games/Raven
- Published by Activision
- $39.99
- Available now
- First-person shooter
- 10 players

MATURE	GRAPHICS	SOUND	CONTROL	FUN FACTOR
M	4.0	4.0	4.0	4.0

Speed Kings

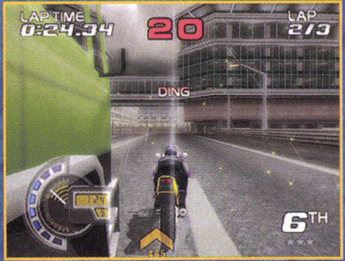


PROTIP: Only by failing a few times on every track can you learn to prepare for the scripted events like Powerdowns and jumps.

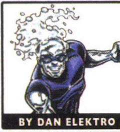
COMBAT, STUNTS, AND cycles combine for Acclaim's new motorbike racer, Speed Kings. Unfortunately, this is not a Road Rash for the next generation. It plays more like a really good student project.

Speed Kings features super-fast graphics that are clean to the point of being sterile and contain some cool stunts like sliding the bike under a tractor-trailer. However, that move is called Powerdown, which is way too close to Powerband, the frankly idiotic name given to a turbo boost; since both names flash on the screen throughout the race, you'll inevitably confuse them and crash. Players gain boost by punching/kicking other racers, driving recklessly, and performing stunts—stunts that include tricks like endos and stoppies, which is inexplicable in a racing game. Why hit the brakes when the only way to progress is to finish first? What's more, you gain boost by tapping the sides of cars as you pass, but more often than not, you'll wipe out—it's not an enjoyable challenge.

The too-twitchy controls (which aren't laid out logically or comfortably) and easy crash deaths belie an inappropriate commitment to realism in a patently arcadey setting, while other elements simply need more polish (spotty collision detection; some tricks go uncredited). The electronica music drones almost as annoyingly as the woefully banal engine sounds. While the crunchy crashes will elicit comparisons to Acclaim's other racer, Burnout, the two games are not in the same league. Speed Kings is unfortunately just a pretender to the throne. 𝑮



PROTIP: It's much easier to ding cars on the outside of your turn. If you're turning right, ding a car on your left.



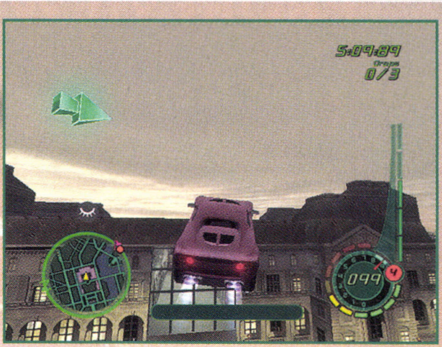
BY DAN ELEKTRO

- Developed by Climax London
- Published by Acclaim
- $39.99
- Available now
- Racing
- 4 players

EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR
E	3.5	2.0	2.5	1.5

湾岸 MIDNIGHT CLUB II

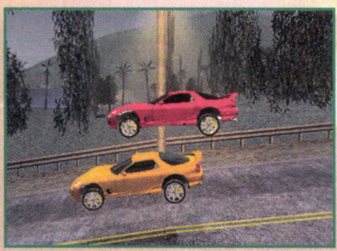
SLIDE BEHIND THE wheel—or the handlebars—and rev up for Rockstar's illegal street racer, Midnight Club II. On the Xbox, it's one smooth ride.



PROTIP: Often, the best shortcuts are the most daring. Use Paris's glass pyramid as a ramp and take serious flight!

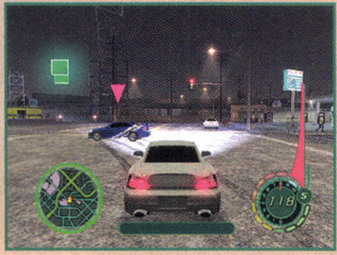
By the Bay

If your last Midnight Club experience was the original PlayStation 2 launch title, you'll find the sequel to be a welcome upgrade. Not only are the cities of Los Angeles, Paris, and Tokyo prettier and more tangible, but they're less sterile. Characters feature better A.I. and more personality than before (even if they do incorporate the ethnic stereotypes and trash talk for which Rockstar is becoming known), and it's easier and more enjoyable to work your way through the career mode. By winning races, you'll also acquire a wider selection of cars and, for the first time, motorcycles; all the vehicles handle differently but respond well, so all race fans should find something they like in Midnight Club II.

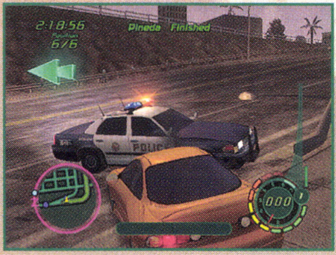


PROTIP: Just finishing a race faster than the boss character isn't enough to progress—you have to finish in first place.

Visually, the game doesn't disappoint—lots of shiny cars, detailed environments, and lighting effects that prove crucial during these after-hours races. While the cities aren't too real-world accurate, they allow for plenty of cool shortcuts. The verbal taunts are fine, but the soundtrack includes a lot of dreadful B-grade rap about cars, and for whatever reason, you can't use your own tunes.



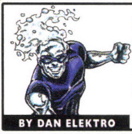
PROTIP: Slip Stream Turbo is tricky but crucial for success. Other drivers will actively try to lose you when you tailgate, so be ready.



PROTIP: The cops are annoying, but they won't actually arrest you—even if you pull over. Willfully ignore them.

Driving Force

Career mode is based on trial and error—you'll replay each race a few times before winning—but the Xbox Live multiplayer games are a great excuse to get broadband, thanks to varied gameplay modes with the same killer sense of speed that the single-player game offers. That's probably enough to keep the growing competition at bay. Midnight Club II stakes its turf impressively and should be able to hold its own for a while. G



BY DAN ELEKTRO

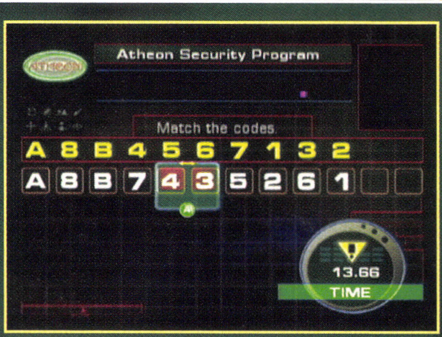
- Developed by Rockstar San Diego
- Published by Rockstar Games
- $49.99
- Available now
- Racing
- 4 players (8 via Xbox Live)

TEEN T CONTENT RATED BY ESRB

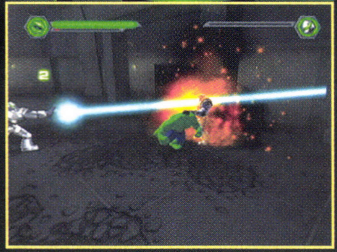
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.5

HULK

APPARENTLY, IT TAKES more than bullets and mutants to harm Hulk—it takes poor camera work, uninspired gameplay, and endless throngs of boring, repetitive enemies. But that would probably destroy anyone.



PROTIP: To beat these security programs, just find the next number, move it into place, and repeat. These puzzles' annoyingness knows no limit, but you have to master them to get through the game.

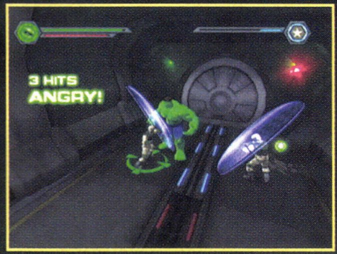


PROTIP: Enemies can (and often do) kill each other. Try to lure them into a crossfire, and they'll take out their friends easier than you can.

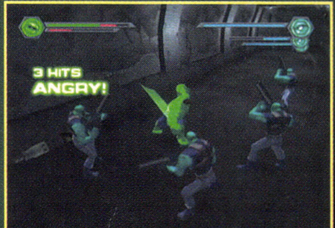
Three Hits—ANGRY!

Hulk's first game since the 16-bit days is a derivative and thought-free smash-em-up that tiptoes on the coolness line but always manages to land in the realm of the lame. While smashing through walls, tossing cars, and beating up tanks with your fists as the nigh-invulnerable Hulk is a kick at first, fighting wave after wave of the same enemies quickly gets old. One of the game's "features" is baddies that endlessly respawn at certain points, giving you the "choice" to continue the game or just stand around and fight. This would be cool, but sitting there and fighting the same robots, mutant claymation dogs, and bright-blue kung-fu mini-hulks over and over becomes an exercise in controller-tossing frustration. The few brief Bruce Banner stealth levels seem obligatory and poorly thought out as they mostly consist of crouch-walking through a few rooms, flipping a switch, and thereby winning.

On the upside, Hulk looks pretty cool, its sound is awesome (with the voices of actors from the movie, including Eric Bana), and there are some unique combat moves, even if you'll likely never use them. Destroying stuff and hitting people with heavy objects is cool, too, but it gets old faster than Chow Yun Fat in *Bulletproof Monk*.



PROTIP: To take out these shield guys, either smack them with a heavy object or stand around and wait for them to attack you. They'll eventually drop their shields.



If there's anything more annoying than endless waves of blue kung-fu hulks, it's endless waves of blue kung-fu hulks with laser guns.

(Not So) Jolly Green Giant

Some gamers, especially hardcore comic book fans, might enjoy the chaos and destruction Hulk can deliver. Most folks, though, won't care if Hulk is angry—they wouldn't like it either way. G

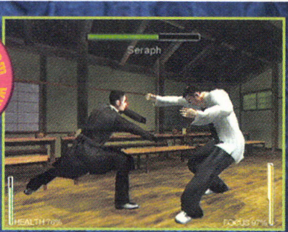
BY D-PAD DESTROYER

- Developed by Radical Entertainment
- Published by Universal Interactive
- $49.99
- Available now
- Action
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.5	2.5

Enter the Matrix



PROTIP: Standard punches and kicks won't finish off Seraph. Instead, mix up your attacks with a lot of countermoves to defeat him.

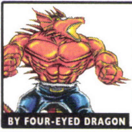
The prospect was eagerly anticipated. The wait was unbearably long. But the game that is the supporting crutch of the much-hyped *Matrix* film sequels unfortunately doesn't live up to the achievements that were predicted for it. Enter the Matrix, instead, offers a frustrating look into the deeper meaning of rushing a game to the masses.

Enter the Matrix's concept works like a charm. Weaving between the game and the movie's story line via Wachowski-filmed cut-scenes, its plot connects the wild and complex tale of *The Matrix* into one seamless adventure. But somewhere along the way, someone forgot to implement the core of any action game: comfortable controls. More often than not, controlling the game's characters causes your fingers to stumble as you try to unload bullets, muster the cool-looking Focus skills, and sidestep enemies all at once. Sadly, you can't preset the button configurations to your own liking, and even worse, the camera angles constantly zoom into a poor view of the action.

PROTIP: Enter the following code in the Hacking area to unlock Sparks' Training Construct level: 13D2C77F.

Compared with today's games, Enter the Matrix's visuals are shoddy at best. There's poor collision detection, wonky character animations, and second-rate in-game cut-scenes, which all combine to make the game feel like it needs much more programming polish. The only shiny spot in Enter the Matrix is the deafening soundtrack, complete with fantastically orchestrated music and outstanding voiceovers.

If you really want to better understand the full *Matrix* story arc, rent the game and then use a cheat code to unlock all of the cinematics—don't play the game through its entirety.



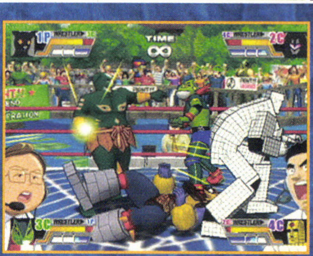
BY FOUR-EYED DRAGON

- Developed by Shiny
- Published by Atari
- $49.99
- Action
- Available now
- 1 player

TEEN T CONTENT RATED BY ESRB

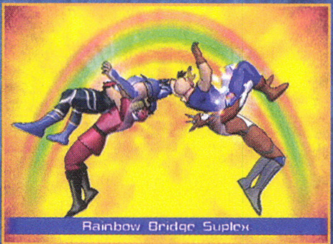
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	2.0	3.0

Ultimate Muscle: Legends vs. New Generation



PROTIP: Need to shift your attention to another opponent in Tag Team or Battle Royale matches? Use the C Stick to change your target.

A cel-shaded wrestling game based on an anime based on tiny collectible rubber eraser–lookin' figures from the past? Sure, why not?! Add Ultimate Muscle to the growing list (two, at last count) of wrestling games for people who don't normally like wrestling games. It boasts a fun engine, endearingly weird characters, and funny voices and sound effects, but lacks a few key customization options that keep it from becoming the ultimate champ.



PROTIP: Once you're at Level 3, simultaneously press L and R to execute your ultimate move. Press B to skip the cut-scene if you've seen it too many times.

Ultimate Muscle is developed by AKI (Def Jam Vendetta), an elite developer that had its heyday back in the N64 era. Lots of AKI touches are here (the dynamic camera angles, fast moves, the wrestlers' Final Fantasy Summon–like ultimate moves, and the way the wrestlers sell the pain), but the fighting system is definitely a bit simpler. Some wrestlers are faster and others are slower, and some are better grapplers than others. Ultimately, though, once you know one character, you know them all—meaning Ultimate Muscle is easy to learn but quick to get old. Some collision-detection problems make the graphics unconvincing as wrestlers' holds frequently clip through their opponents' bodies.

Ultimate Muscle's Story mode is fun, enabling you to unlock a web of new characters as you play through each wrestler's weird little tale; the create-a-wrestler feature, however, isn't nearly as robust as those in THQ's WWE games—Ultimate Muscle's is just a mix-n-match-athon of 20 whacked-out coconut heads and funny naming options—but hey, at least it's there. While Ultimate Muscle isn't as good a wrestler as Def Jam, it's equally absurd in its own happy way—another solid, simple, and fun alternative to the WWE juggernaut.

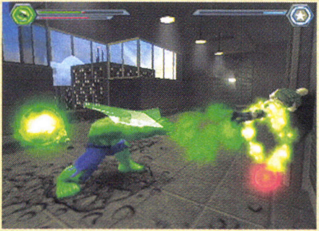
BY STAR DINGO

- Developed by AKI
- Published by Bandai
- $49.99
- Wrestling
- Available now
- 4 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

Hulk



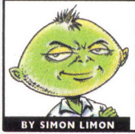
PROTIP: Instead of mashing the B button, use deadly combos. For instance, tap B,Y,Y or B,Y,A,B.

Hulk provides thoroughly enjoyable action interrupted by moments of painfully simplistic stealth gameplay. As the Hulk, players are given a real sense of power—smashing enemies' skulls into pavement, clapping so loud that their ears bleed, and hurling I-beams at electric vampires. The fighting system can easily be a button-masher's paradise, but it also allows for some cute combos, such as throwing an enemy up and sonic-clapping them on the way down. Being the Hulk is just plain fun.

PROTIP: If you can trap the mutated dogs in the corner, it's easy to grab them repeatedly before they can fight back.

The stealth aspect of the game, in which you play the mild-mannered Bruce Banner, lacks excitement. The goal is to prevent Bruce from being seen and injured, which would transform him into the less discreet Hulk and instantly fail the mission. The controls are limited to ducking, rolling, and punching—you can't even jump. There's no sidling or the ruthless snapping of necks as seen in Splinter Cell and other popular stealth titles. The lack of abilities in stealth mode and linear missions leaves you bored, frustrated, and desperate to move on to the next Hulk mission.

As far as the visuals and audio go, the Hulk is pretty impressive. The cut-scenes look gorgeous, and unlike most games, the transition to in-game models isn't a jarring disappointment. The environments are pretty destructible and interactive, although they seem a bit repetitive during certain missions. The lack of a multiplayer Hulk battle and occasionally frustrating camera angles are slight faults, but they don't stop the game from being genuinely fun. Overall, Hulk is a decent game and will certainly captivate the attention of his fans.



BY SIMON LIMON

- Developed by Radical Entertainment
- Published by Universal Interactive
- $49.99
- Action
- Available now
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	3.5

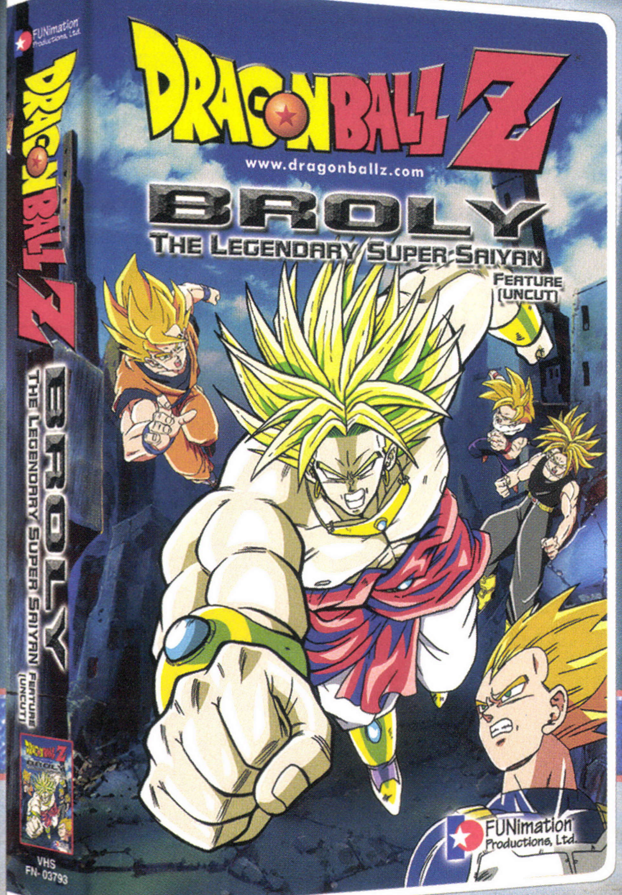
THE LEGEND CONTINUES AUGUST 26

BROLY®

THE LEGENDARY SUPER SAIYAN™

FEATURE

THE MOST ANTICIPATED DRAGON BALL Z MOVIE
THE MOST POWERFUL WARRIOR OF ALL TIME


FUNimation Productions, Ltd.
DRAGON BALL Z
www.dragonballz.com
BROLY
THE LEGENDARY SUPER SAIYAN
FEATURE (UNCUT)
DRAGON BALL Z BROLY THE LEGENDARY SUPER SAIYAN FEATURE (UNCUT)
FUNimation Productions, Ltd.
VHS
FN-03793

EXCLUSIVE DBZ
TRADING CARD
GAME CARD INCLUDED

NEVER-BEFORE-SEEN
20 MINUTE BEHIND THE
SCENES LOOK AT THE
VIDEO GAME
LEGACY OF GOKU® II

FULL LENGTH
FEATURE FILM

AVAILABLE ON DVD VIDEO™ AND VHS®

AUGUST 26TH

FUNimation® Productions, Ltd.

www.dragonballz.com

© 2003 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. ©1992 TOEI ANIMATION CO., LTD. Licensed by FUNimation ® Productions, Ltd. All Rights Reserved.

UNLEASH ...BEAT

ACCESS ALL AREAS

INFINITE HEALTH

EXTRA TIME

UNLIMITED CASH

EXTRA CHARACTERS

Action Replay™ is quite simply the most powerful game enhancer available. Just imagine infinite lives, energy, ammo, and much much more. Action Replay™ gives you the power to beat the game.

Straight out of the box, Action Replay™ contains thousands of 100% unofficial gamebusting enhancements that game programmers don't want you to discover. Action Replay™ will change your gaming experience forever!

Action Replay™ is easily updateable with new codes - simply visit www.codejunkies.com where you'll find even more powerful enhancements for the latest blockbuster games.

Whether you're gunning for glory on the GameCube™, PlayStation® 2, Xbox™, Game Boy Advance or Game Boy Advance SP, Action Replay™ will help you even the odds!

OVER 5 MILLION USERS CAN'T BE WRONG!*

Latest codes NOW available* at WWW.CODE JUNKiES.com

Including:

Wario World *for* Gamecube™

Sonic Adventure DX *for* Gamecube™

Resident Evil: Dead Aim *for* PS2

Enter the Matrix *for* PS2® & Gamecube™

Tomb Raider: Angel of Darkness *for* PS2®

Indiana Jones and the Emperor's Tomb *for* PS2®

FOR GAMECUBE
ACTION REPLAY
UNLEASH THE POWER • BEAT THE GAME!
PRELOADED WITH THOUSANDS GAMEBUSTING CODES
THE WORLD'S MOST POWERFUL GAME ENHANCER!
FOR GAMECUBE
LIMITED EDITION
INCLUDES BONUS 64Mb MEMORY CARD
FOR GAME BOY ADVANCE
Includes exclusive codes for Pokémon Ruby
Includes exclusive codes for Pokémon Sapphire
PRELOADED WITH OVER 3000 GAMEBUSTING CODES

SRP$39.99

SRP$49.99

SRP$19.99

GameCube™ Action Replay™ is available with either 1x or 16x memory card.

FOR GAMECUBE™

FOR GAME BOY® ADVANCE & SP

©2002-2003 Datel Ltd. Action Replay is a trademark of Datel Ltd. PlayStation 2 is a registered trademark of Sony Computer Entertainment Inc. GameCube and Game Boy Advance are trademarks of Nintendo Inc. Xbox is a trademark of Microsoft. The game screen shots are used to illustrate Action Replay's compatibility with these fantastic titles - they are the copyright of their respective owners.

THE POWER... THE GAME!

THE WORLD'S BEST SELLING CHEAT CODE SYSTEM

PS2® version of Action Replay™ comes packed with additional features including import DVD movie player, memory card manager and more.

GameCube™ Action Replay™ also gives you the power to play import games from Japan and Europe.

Game Boy® Advance Action Replay™ comes equipped with USB link cable to also allow connection to the web via any internet enabled PC.

Xbox™ Action Replay™ includes a high speed USB docking station which allows you to download new enhancements straight into your codelist.

ZIGZAGOON
TORCHIC
TAILLOW
MUDKIP
Foe TORCHIC used FOCUS ENERGY!
UNLOCKED
SORTED
BEATEN
COMPLETED
UNLOCKED

BATTLE CODES

ALL WEAPONS

INFINITE AMMO

UNLIMITED CASH

EXTRA CHARACTERS

ALL VEHICLES

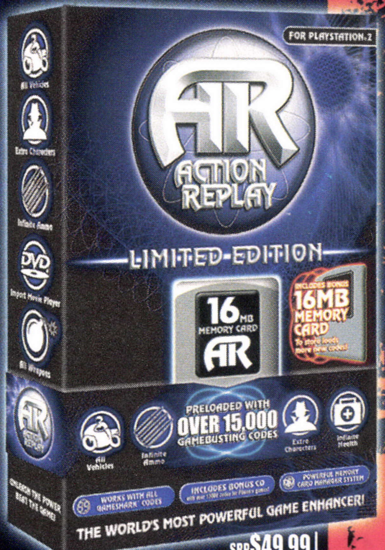
UNLIMITED ENERGY

FOR XBOX™
AR ACTION REPLAY
UNLEASH THE POWER • BEAT THE GAME!
INCLUDES 8MB MEMORY CARD
PRELOADED WITH HUNDREDS OF GAMEBUSTING POWERSAVES
THE WORLD'S MOST POWERFUL GAME ENHANCER!

SRP$39.99

FOR PLAYSTATION 2
AR ACTION REPLAY
UNLEASH THE POWER • BEAT THE GAME!
8MB MEMORY CARD
INCLUDES BONUS 8MB MEMORY CARD
PRELOADED WITH OVER 15,000 GAMEBUSTING CODES
THE WORLD'S MOST POWERFUL GAME ENHANCER!

SRP$39.99


FOR PLAYSTATION 2
AR ACTION REPLAY
LIMITED EDITION
16MB MEMORY CARD
INCLUDES BONUS 16MB MEMORY CARD
PRELOADED WITH OVER 15,000 GAMEBUSTING CODES
THE WORLD'S MOST POWERFUL GAME ENHANCER!

SRP$49.99

FOR XBOX™

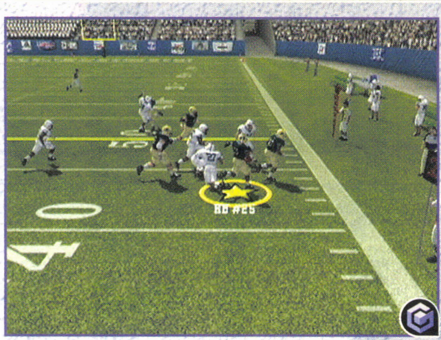
PS2 Action Replay is available with either 8MB or 16MB memory card.

FOR PS2®

Action Replay is NOT sponsored, endorsed or approved by Sony, Nintendo, Microsoft or by any of these copyright owners. *Action Replay was sold as GameShark™ for a period in the USA. Actual appearance may vary. *This information is based on software publishers release schedules. We cannot accept responsibility for delay in publishing codes caused by release date slippage.

NCAA Football 2004

While the competition for top honors in NFL games is often a heated contest, EA Sports' college-football series has dominated the gridiron, swatting aside other games like flies. NCAA Football 2003 was so impressive that it would've been easy for EA Sports to rest on its laurels this season—especially since Sega and Visual Concepts have bowed out of college football for at least this year. But NCAA Football 2004 kicks off with another tear-down-the-goalposts performance that will engross fans of the sport.



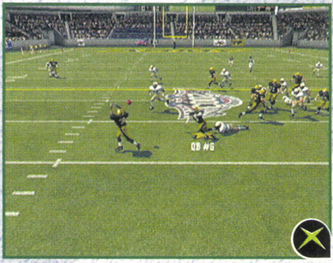
PROTIP: When you're carrying the ball, the Stiff Arm is the single best move for shaking the D and breaking free for a few more yards or even the whole enchilada.

Heisman Winner

NCAA 2004 beefed up its already-hefty roster with some slick newcomers. More than 150 new teams, including 36 Division I-AA squads and 100 classic teams of yesteryear (like the 1930 Notre Dame Fightin' Irish), expand the lineup to 350 teams. You can also check out classic moments, replaying key scenarios (not entire games) from 20 recent famous games like "The Play" in 1982 or "The Game of the Century" in 1993. The cavernously deep Dynasty mode also got some welcome refinements in the form of *Sports Illustrated* covers that track weekly events and stats, more options for recruiting and coaching contracts, and more player awards.

In the PS2 version only, you can compete online, and the matches are backed by voice chat (via broadband), anti-cheating gizmos, and cool connectivity to other EA Sports games. Newbies get a bigger helping hand too—alongside the useful Practice mode, you'll find a series of NCAA 101 training videos that break down the basics. Although the cool create-a-school and create-a-player features return, there's still no create-a-play option, which is about the only thing missing from the game.

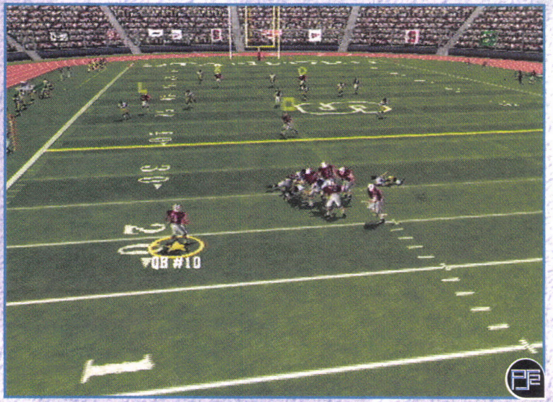
The playbooks also received a nice facelift, including more of those crazy trick plays, while mass substitutions make it easier to send in the second string. The A.I. handles zone coverage and special-teams with more smarts, and with four well-scaled difficulty levels, you can find the right mixture of playability and realistic challenge.



PROTIP: The triple option is a great play to work into regular rotation. If you keep a finger on the Lateral button, you have a lot of different ways to respond to the defensive coverage.

Spike the Ball

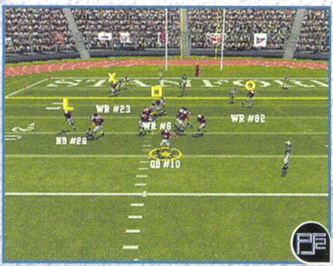
The PS2, Xbox, and GameCube versions are nearly identical, and you really have to nit-pick to point out some differences. In that spirit, the PS2 version is the best bet for those with the luxury of choice simply because of its online play and brighter graphics. The Xbox edition plays just as well, and its visuals are a bit duller but have a much higher resolution. The GameCube version clocks in at third because of its slightly less attractive graphics and Nintendo's sports-unfriendly controller.



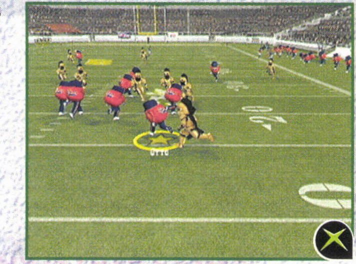
PROTIP: If you drift out of the pocket with some breathing room and no one's open, the QB scramble can really pay off when used infrequently.

Visually, the players look sharp and move with graceful athleticism inside well-rendered stadiums. The college atmosphere has a bigger impact with pre-game entrances, more cheerleader celebrations, and other cut-scenes. A cool new play-action cam makes it easier to bite on the fake, sticking with the "ball carrier" for a beat before snapping back to the QB.

On the audio side, the sound effects soar, ranging from the bone-crunching clatter of colliding helmets to the roar of the crowds. The commentary by Lee Corso, Brad Nessler, and Kirk Herbstreit paces the action smoothly, but it does get repetitious after a while despite the addition of more lines of dialogue.



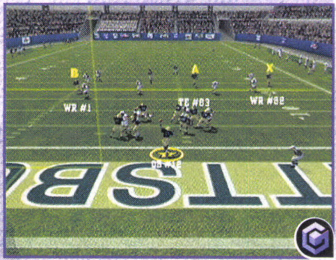
PROTIP: Calling the All Right play in Ace-Y-Twins set twice in a row can actually be effective. The first time, go to a wide receiver, but the next time, wait for your halfback to head left—he'll usually be wide open.



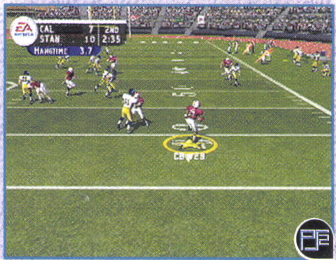
NCAA Football 2004 adds 20 new mascots this year for the best in comic-relief football.

Storm the Field

Throughout the action, the controls handle sweetly, combining the depth of a large number of moves with smooth playability. As the clock ticks down, NCAA Football 2004 is well worth the price of admission for college-football fans. There's a whole lot of game here, and you'll be able to play it for a long time.



PROTIP: If you're having trouble completing passes, try calling a play where your wide receivers blast downfield (like WR Streaks) but then pass to your hopefully open tight end.



PROTIP: If you're running up the sidelines (usually when returning a kick), tap Stiff Arm to hold the ball in your sideline arm and protect against a fumble when you're tackled.

BY AIR HENDRIX

- Developed by Tiburon
- Published by EA Sports
- $49.99
- Available July
- College football
- 4 players

		GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	EVERYONE E CONTENT RATED BY ESRB	4.5	4.5	5.0	5.0
X	EVERYONE E CONTENT RATED BY ESRB	4.5	4.5	5.0	5.0
G	EVERYONE E CONTENT RATED BY ESRB	4.0	4.5	4.5	5.0

Win an exclusive *GamePro* T-shirt!

Hey, can you take a few minutes to answer some questions for us?

Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by August 31, 2003. Or go to **GamePro.com** and enter online! You'll be automatically entered to win a *GamePro* T-shirt.

Name ______________________________ Age ________

Address ____________________________________

City ________________________ State __________

Zip ______________ Phone (   ) ______________

E-mail _____________________________________

August '03

GAMEPRO
20
WINNERS!

HOW TO ENTER

To be eligible to win, please mail your completed survey (or a copy) to:

August GamePro Survey
P.O. Box 23040
Oakland, CA 94623-0040

Or fax it to:
510/768-2701

Or e-mail your survey to:
letters@gamepro.com
(Please enter "August GamePro Survey" in the subject line.)

Or enter online at:
GamePro.com

1. Please indicate whether you read and, if so, how useful you found each of the following sections from this issue of *GamePro*. Circle "All" if you read the entire section, "Some" if you read part of the section, and "None" if you did not read the section. If you read any part of the section, please let us know how useful it was by circling **"1" for "not at all useful" to "5" for "very useful."** Thanks!

Cover	All / Some / None	1	2	3	4	5
Table of Contents	All / Some / None	1	2	3	4	5
Editor's Letter	All / Some / None	1	2	3	4	5
Head2Head	All / Some / None	1	2	3	4	5
Art Attack	All / Some / None	1	2	3	4	5
Buyers Beware	All / Some / None	1	2	3	4	5
ProNews (GamePro Labs, Static, etc.)	All / Some / None	1	2	3	4	5
Cover Feature (Budokai 2: Electric Buu-Galoo)	All / Some / None	1	2	3	4	5
Special Feature (Power Plays)	All / Some / None	1	2	3	4	5
Special Feature (Defying Expectations)	All / Some / None	1	2	3	4	5
Special Feature (E^3 Showstoppers)	All / Some / None	1	2	3	4	5
Game Boy Advances	All / Some / None	1	2	3	4	5
PC GamePro	All / Some / None	1	2	3	4	5
Sneak Previews	All / Some / None	1	2	3	4	5
PlaySmart	All / Some / None	1	2	3	4	5
PlayStation 2 ProReviews	All / Some / None	1	2	3	4	5
Xbox ProReviews	All / Some / None	1	2	3	4	5
GameCube ProReviews	All / Some / None	1	2	3	4	5
Sports Pages	All / Some / None	1	2	3	4	5
Role-Player's Realm	All / Some / None	1	2	3	4	5
ProStrategy (Wario World)	All / Some / None	1	2	3	4	5
Code Vault	All / Some / None	1	2	3	4	5

2. Would you like to see more pages devoted to ProStrategies?

☐ Yes ☐ No

3. What game system do you plan to buy in the next 12 months? (Pick only one.)

☐ Game Boy Advance
☐ Game Boy Advance SP
☐ Game Boy Color
☐ GameCube
☐ Macintosh
☐ Nintendo 64
☐ PC/Windows
☐ PlayStation 2
☐ PS one
☐ Xbox

4. Did you buy this issue because Dragon Ball Z: Budokai 2 was on the cover?

☐ Yes ☐ No

5. Please indicate which of the following publications you purchase or read at least six times per year:

☐ *Computer Gaming World*
☐ *Electronic Gaming Monthly (EGM)*
☐ *ESPN The Magazine*
☐ *Game Informer*
☐ *Game Now*
☐ *GamePro*
☐ *GMR*
☐ *Maxim*
☐ *Nintendo Power*
☐ *Official PlayStation Magazine (OPM)*
☐ *Official Xbox Magazine*
☐ *PC Gamer*
☐ *PSE2*
☐ *PSM*
☐ *The Source*
☐ *Sports Illustrated*
☐ *Tips & Tricks*

6. Would you like to see expanded editorial coverage on the following:

Anime	Yes	No
Arcade games	Yes	No
Audio systems for consoles	Yes	No
Cell-phone games	Yes	No
Consumer electronics (DVD, MP3, etc.)	Yes	No
DVD movies	Yes	No
Game developers	Yes	No
Game peripherals	Yes	No
Handheld games	Yes	No
Japanese games	Yes	No
Online games	Yes	No
PC games	Yes	No

7. Pick six games below that you would like to see on a *GamePro* cover:

☐ Doom 3
☐ Final Fantasy XI
☐ Final Fantasy X-2
☐ Gran Turismo 4
☐ Halo 2
☐ Jak II
☐ Mario Kart: Double Dash!!
☐ Medal of Honor Rising Sun
☐ Metal Gear Solid: The Twin Snakes
☐ Ninja Gaiden
☐ Pitfall Harry
☐ Ratchet & Clank: Going Commando
☐ Resident Evil 4
☐ Silent Hill 3
☐ SOCOM II: U.S. Navy SEALs
☐ Sonic Heroes
☐ Soul Calibur II
☐ StarCraft: Ghost
☐ Syphon Filter: The Omega Boost
☐ True Crime: Streets of L.A.
☐ WWE Raw 2
☐ Yu-Gi-Oh!

8. How did you get this copy of *GamePro*?

☐ Subscribed ☐ Purchased at the newsstand ☐ Other ______________

Tell us what you THINK!

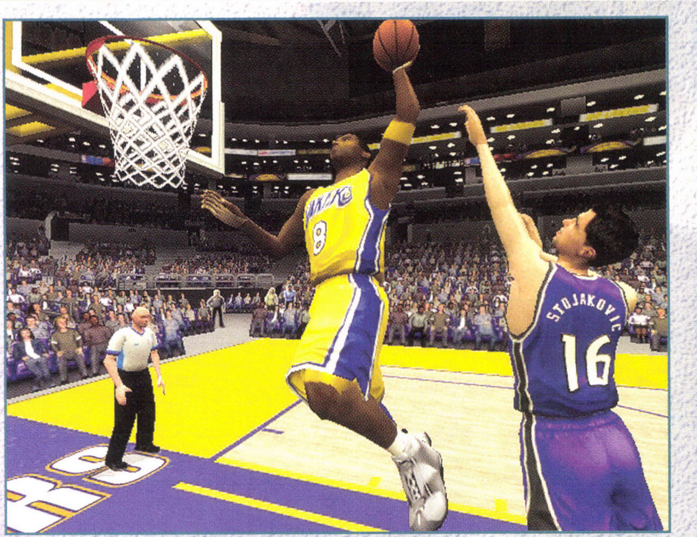
NBA Live 2004

FIND OUT MORE ONLINE
www.gamepro.com

Reversal of Fortune

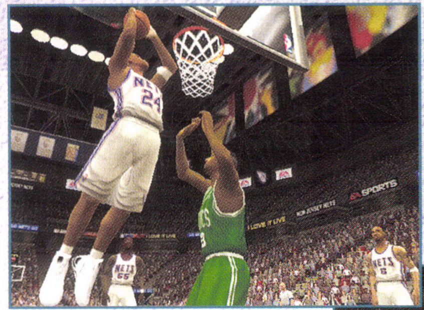
Flashback to early 2002: The NBA Live franchise had been running on fumes for the past few years and was looking for a major makeover. With a high-powered, offense-oriented game led by the innovative Freestyle stick system, NBA Live 2003 brought the fans back in droves. Today, NBA Live 2004 is showing no signs of resting on its laurels, bringing just as many improvements, if not more, as last year.

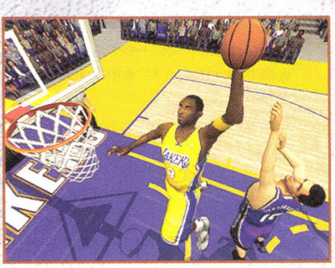
The laundry list of goodies starts with the player models, which have been rebuilt from the ground up. The animations are receiving numerous upgrades as is the detail in the players' uniforms. This not only affects current stars, but also encompasses players on historic teams like the 1990s Bulls and the Lakers and Celtics teams of the 1980s. The audio is getting some major attention, too, with the new play-by-play duo of Marv Albert and "The Czar" Mike Fratello.



NBA Live 2004 looks to build on the fan base its predecessor established and perhaps silence its critics at the same time.

Freestyle Fellowship

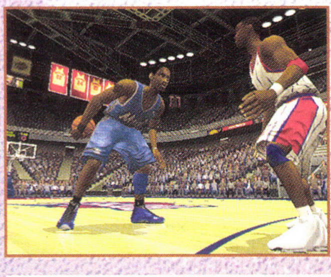




Without a doubt, the Freestyle stick system is one of the best things that could have happened to NBA Live and sports games in general. The control over offensive moves is electrifying, and the potential for even more is exciting. But what about defense? The forgotten cornerstone of the game gets its due this year with new A.I., enhanced focus on rebounding, and countermoves with the Freestyle stick.

One of the strengths in Live has always been the deep Dynasty mode, and 2004 is no different. Once again, it has been completely revamped, and it now enables you to import your top college players from NCAA March Madness. EA Sports is also rewarding players for supporting its other games with a memory-card-based tracking system that recognizes save files and unlocks corresponding perks.

Note: All screens shown here are from the Xbox version.



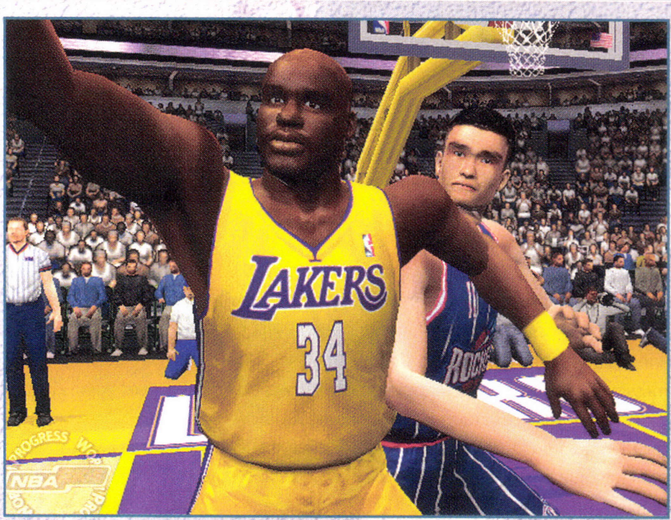
BY TOKYO DRIFTER

- Developed by EA Canada
- Published by EA Sports
- Target release date: October

PLAYSTATION 2 XBOX GAMECUBE

FIRST LOOK

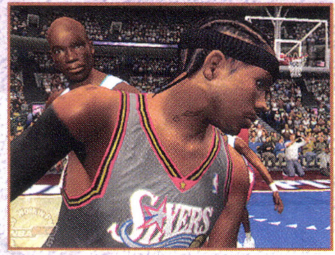
ESPN NBA Basketball



Although critically hailed as the top hoops game last year, NBA 2K3 didn't get its just reward at the cash register. Improved player models, tons of new features, and a brand-new name should greatly improve ESPN NBA Basketball's chances this upcoming season.

No Sell Out

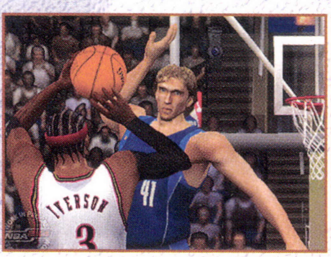
NBA 2K3's tough computer A.I. forced you to really play some smart ball, but the majority of gamers thought it was too hard for the game to be enjoyable. It would be easy for ESPN NBA Basketball (the new name for NBA 2K4) to just dumb things down, but developer Visual Concepts is committed to keeping it real. Real challenging, that is. To win over new fans and keep the existing ones, Visual Concepts is striving to make the game easier to pick up and play while maintaining the depth for which the series is known.

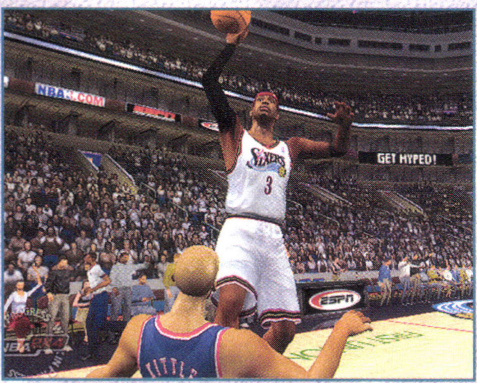


All About The Upgrades

The biggest difference this year is the speed of the game. The tempo itself hasn't been ramped up; instead, the delays in action caused by slow player animations have been fixed. Now you can pop a jumper and get back into the action as quickly as a real player can, while fast breaks actually feel like fast breaks. Only the top stars received intense head and facial detail last year, but now everyone gets that same level of attention. Also, look for a wider variety of body types and more signature animations.

www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com



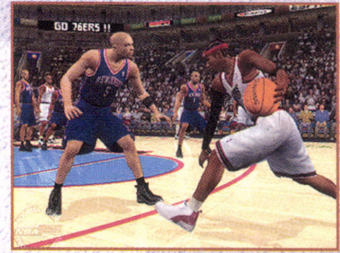


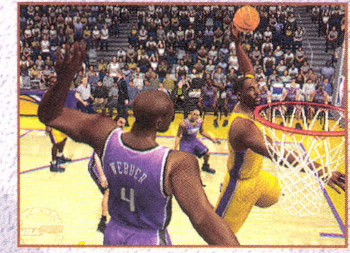
ESPN NBA Basketball's answer to NBA Live's Freestyle stick system is still under wraps for now, but Visual Concepts does say the controls are very unique and add just as much for the defensive game as they do for the offensive game.

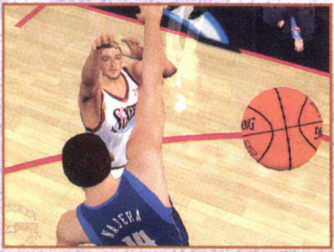
Sports Center

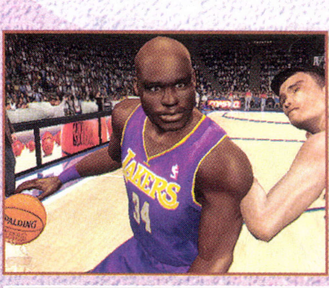
Sega's partnership with ESPN will result in tighter, integrated menu overlays, TV-style camera angles, and other visual effects that should give the court action a more realistic broadcast quality. ESPN NBA Basketball supports online play for both the PlayStation 2 and Xbox, but there's bad news for Nintendo fans: No versions of any Sega Sports titles are planned for the GameCube.

Note: All screens shown here are from the PlayStation 2 version.









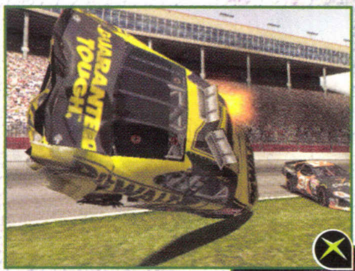
BY TOKYO DRIFTER

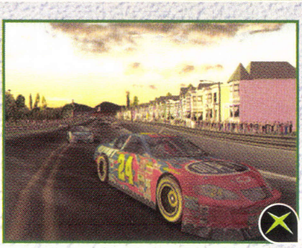
- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: Fall 2003

PlayStation 2 Xbox

FIRST LOOK

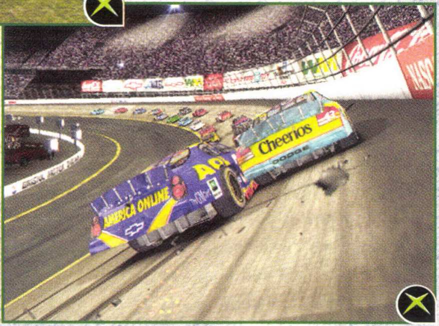
NASCAR Thunder 2004



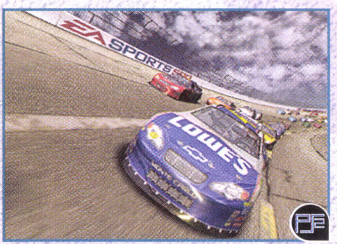


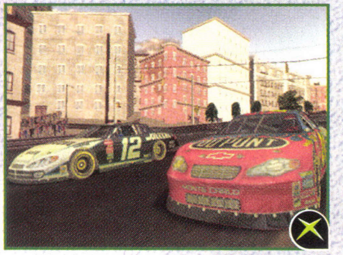
NASCAR THUNDER'S REVVING up for its third season on the Tiburon team, and this year, it's alone on the track as Atari (formerly Infogrames) has left the NASCAR circuit. In response to fans' concerns last year, Thunder's developers are tuning the sense of speed and the playability and handling of the cars, as well as making the Career mode easier to navigate (no menu will be more than a click away).

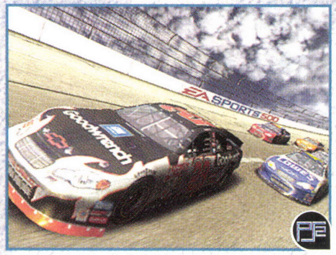
NASCAR Thunder 2004 also delivers a slew of new features, including grudges and alliances between drivers. Out of the box, the game will be set to real-life tendencies, so drivers like Jeff Gordon and Jimmy Johnson will be buds, but as you trade paint, the passing indicators will shade from friendly green to furious red. Once that happens, "red" cars will make a point out of messing with you, and their opinion of you will be tracked over your 20-year career.

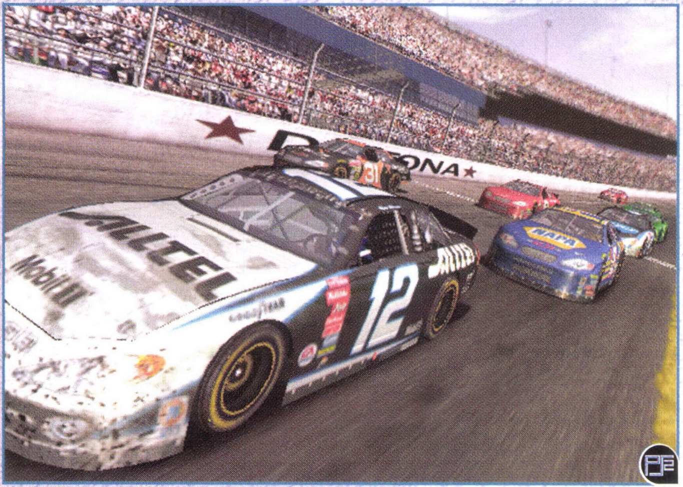


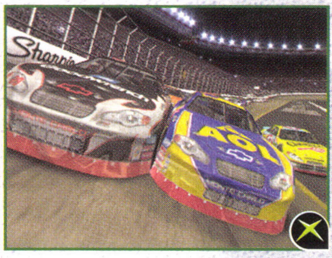
Another sharp addition is online competition (only in the PS2 version) where players will be able to race head-to-head via peer-to-peer connections. Broadband gets you a 28-car pack, while modem players face only a handful of CPU cars. The tracks themselves look much better, getting a nice facelift in the lighting, pavement textures, skies, and other details. The tracks are more numerous, too, and they include a pack of fantasy road courses set on city streets, in forests, and the like. A new Speed Zone mode offers instructional mini-games on topics like drafting, passing, and blocking, while Thunder License and Lightning modes return with more drivers and new challenges.

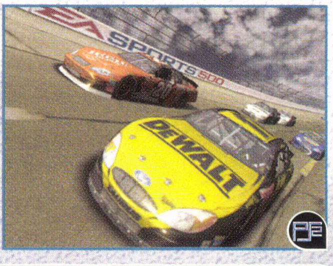












BY AIR HENDRIX

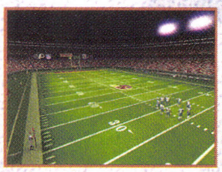
- **Developed by Tiburon**
- **Published by EA Sports**
- **Target release date: September**

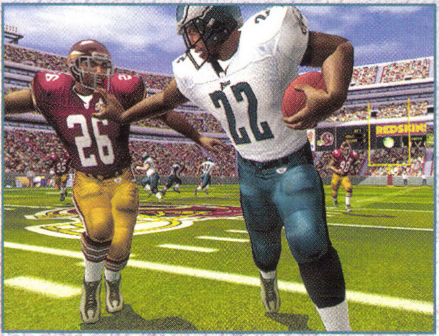
PlayStation 2 Xbox PlayStation PC

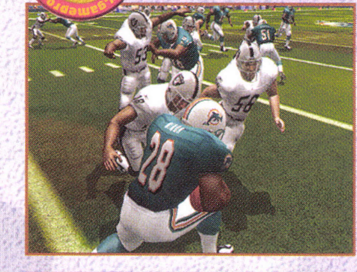
FIRST LOOK

FIND OUT MORE ONLINE www.gamepro.com

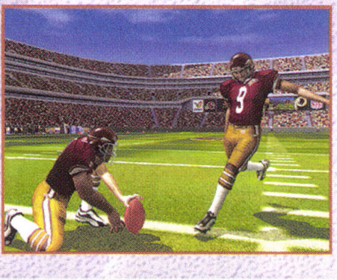
NFL Fever 2004

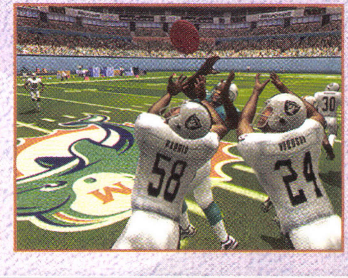






NFL FEVER IS looking to pick up its game for 2004. Already established as a high-energy, high-scoring franchise, the team is going to spice up the defense this season. Microsoft promises an upgrade to the A.I. with a much more aggressive secondary geared to take away the deep pass. Controls will feature on-the-fly defensive adjustments, too. Offense isn't being overlooked, however. The passing attack is receiving a new "read and lead" look that sets up a quarterback view behind the center so that you can look over the defense and even look-off defenders. You also get situational advice from coaches. Xbox Live players can look forward to roster updates, mid-season player ratings adjustments, and other downloadable content. Fever's getting serious.





BY BROTHER BUZZ

- **Developed and published by Microsoft**
- **Target release date: August**

Xbox

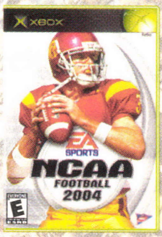
FIRST LOOK

BEST BUY
Thousands of Possibilities
GET YOURS™

BestBuy.com

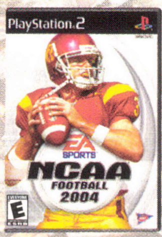
NINTENDO GAMECUBE
EA SPORTS
NCAA FOOTBALL 2004

GameCube



XBOX
EA SPORTS
NCAA FOOTBALL 2004

Xbox



PlayStation 2
EA SPORTS
NCAA FOOTBALL 2004

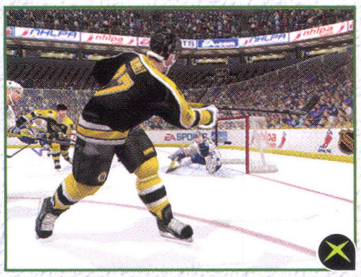
PS2

$5 Off Any Version of NCAA Football 2004 (PS2, Xbox™ or GameCube™)

BEST BUY

Offer not valid in combination with any other offers. Limit 1 coupon per customer. Coupon valid only at U.S. Best Buy retail stores. Available in store only. Not good in combination with other coupons or offers. Not valid on prior purchases. Valid on in-stock items only. No rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Certificate value is 1/100 of one cent. **Offer expires 10/4/03.** **Cashier Instructions:** Scan coupon UPC. Scan qualifying product UPCs. Scan all other product(s) being sold. Press "Total." Write "VOID" on the coupon and place in the register coupon media file.

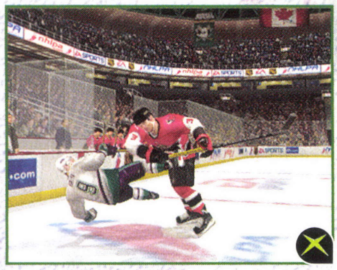
4 00055 44397 3

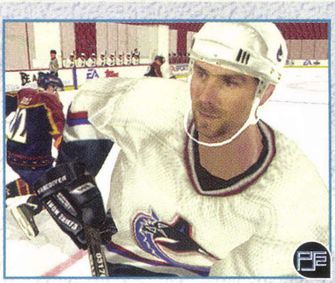


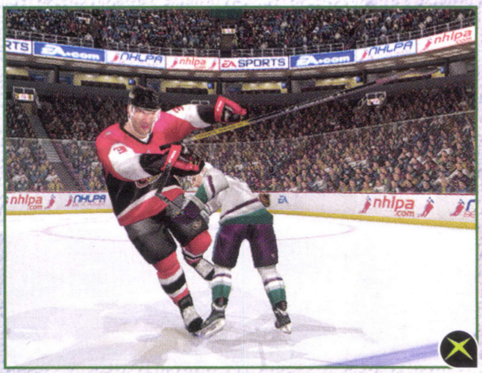
NHL 2004

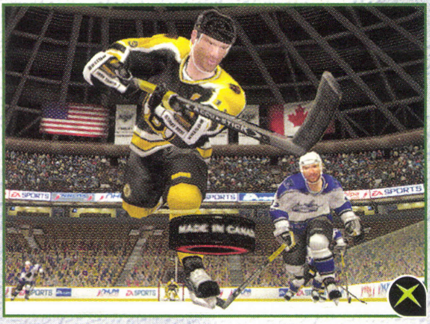
EA Sports' popular hockey series faced some heavyweight competition last year, and it didn't stack up all that well, coming in a distant second or third depending on your taste. In response, EA Sports has moved the franchise to a new developer and is working on some sizable retooling. Most important could be the A.I. overhaul, which EA Sports claims is aimed at sharpening up the offensive and defensive play of CPU teammates so they play more realistic hockey.

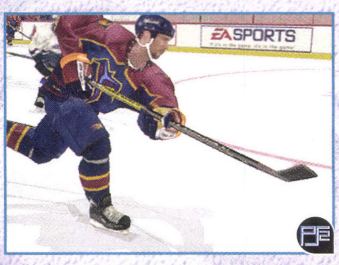
A slew of interesting new features also join the charge, including new passing controls that send the puck where you aim rather than slinging it elastically between teammates. Although one-button checking remains available, the right analog stick is now used for a deeper approach to checking as it enables you to aim hits or deliver a lethal hip check. A new fighting system lets you pick the right moment to opt into a fight once a brawl is brewing, and then the fisticuffs are much more authentic, taking the grab-and-tussle approach of the real NHL. Along with new, more serious commentary and PS2-only online play, NHL 2004 looks like it may really benefit from some impressive off-season work.

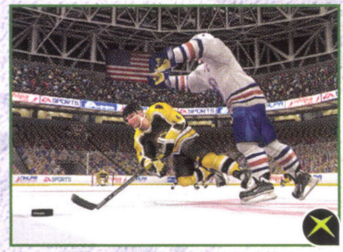




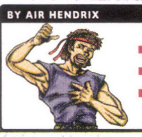








BY AIR HENDRIX



- Developed by EA Black Box
- Published by EA Sports
- Target release date: September

PlayStation 2 Xbox GameCube

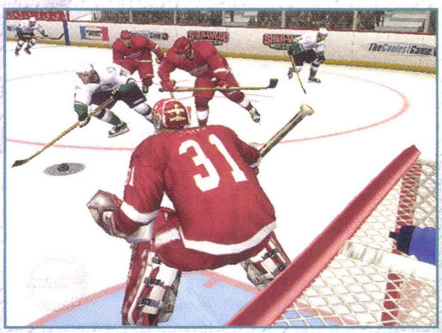
FIRST LOOK

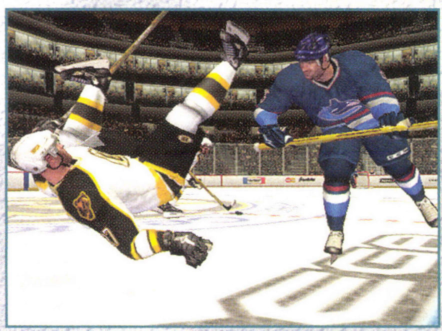
ESPN NHL Hockey

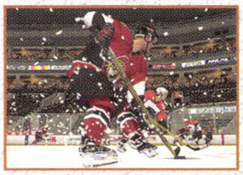
NHL 2K3's gameplay racked up the trophies last season, but Sega feels the workmanlike presentation is what kept it from winning over more gamers—so naturally, ESPN NHL Hockey (the new name for NHL 2K4) is amping up both the visuals and audio. A new graphics engine makes for much more realistic player models, highly recognizable faces, new animations for moments like open-ice hip checks, and cool effects like ice spraying as players brake. New, more detailed commentary is matched with a much heavier ESPN presence for a sportscast feel. Sega's also aiming to make the action less frustrating to casual players by pumping up the scoring possibilities with new tweaks like the ability to take a whack at loose pucks bouncing around near the net, providing more ways to score than just wrist and slap shots.

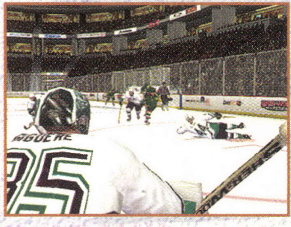
The same stellar gameplay is returning to the ice, but fortunately, Sega's tuning some key elements, particularly the invincible goalies that turned 2K3's multiplayer and online games into desperate 1–0 battles. Speaking of online, both the PS2 and Xbox versions support online action with voice chat this year, and ESPN NHL Hockey also includes a multiplayer Franchise mode, historic teams, classic old-time jerseys, a create-a-team feature, and more new features that are currently under wraps.

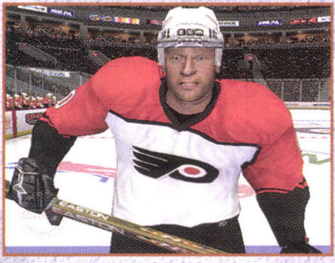
Note: All screens shown here are from the Xbox version.

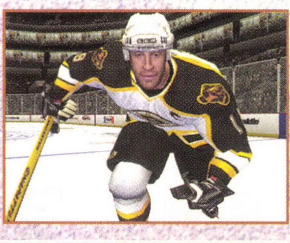


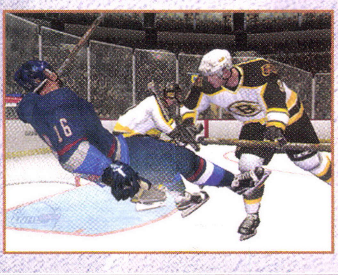


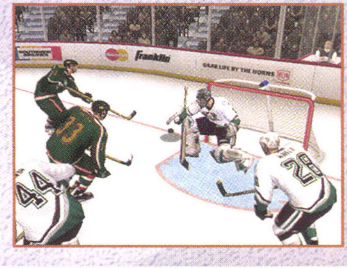




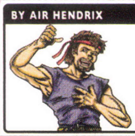








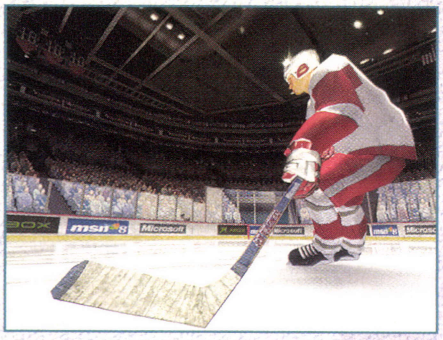
BY AIR HENDRIX



- Developed by Kush Games/Visual Concepts
- Published by Sega Sports
- Target release date: Fall 2003

PlayStation 2 Xbox

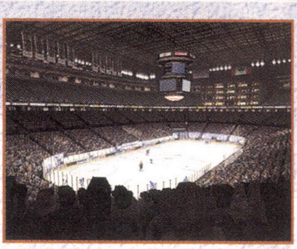
FIRST LOOK

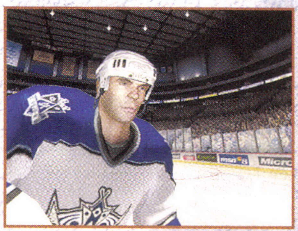


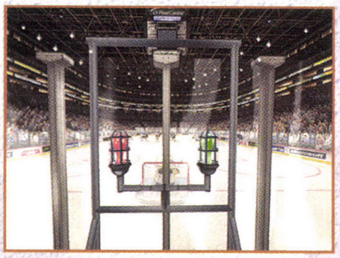
NHL Rivals 2004

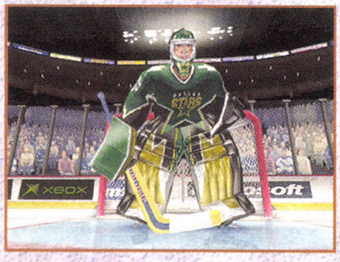
MICROSOFT'S FIRST HOCKEY title, NHL Rivals 2004, should distinguish itself in its freshman outing with dominating graphics and some intriguing gameplay features. Players will have unique roles, such as Enforcer, Sniper, and Agitator—each with its own unique array of skills and moves—while a stick-placement system will incorporate a full set of moves and countermoves during faceoff.

Along with the requisite Single Game, Playoff, Tournament, and Season modes, players will be able to relive historic NHL grudge matches in the Rivalry mode. Xbox Live subscribers will also be able to play head-to-head or co-op games, track team stats, and download quarterly roster updates when NHL Rivals 2004 hits store shelves this fall.









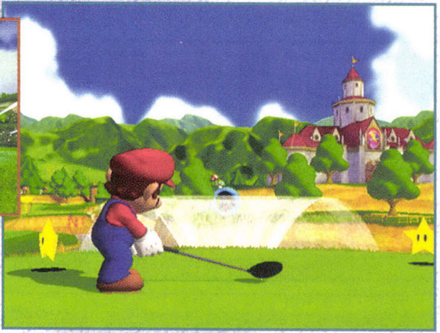
BY PONG SIFU

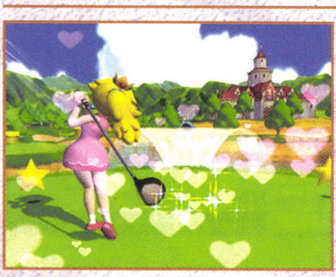
- Developed and published by Microsoft
- Target release date: Fall 2003

Xbox

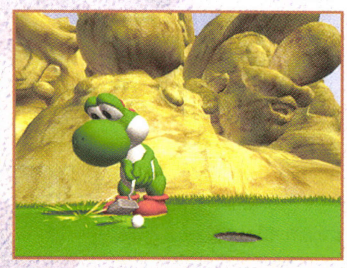
FIRST LOOK

Mario Golf: Toadstool Tour

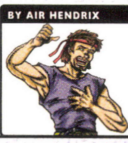




FOLLOWING UP ON the popular N64 links outing, Mario Golf: Toadstool Tour is teeing off on the GameCube in late July. The roster includes Luigi, Peach, Donkey Kong (and others), and you can tackle the fairways solo or in groups as large as four. Alongside standard golf courses, you can also swing away on Mario-themed courses that incorporate elements of his platform games, challenging you to steer around hazards like warp pipes, piranha plants, Thwomps, and Chain Chomps. Rookies and youngsters can get a helping hand from the new partially automated swing, and portable players can hook up their GBA to transfer characters between Toadstool Tour and the upcoming Mario Golf Advance Tour.



BY AIR HENDRIX

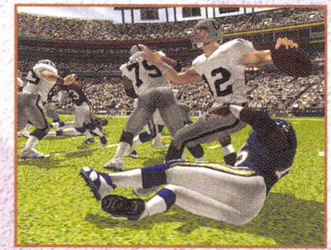


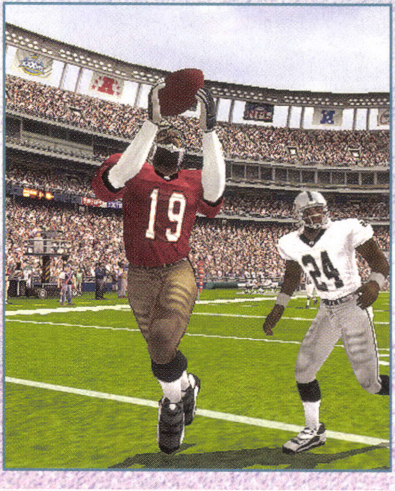
- Developed and published by Nintendo
- Target release date: July

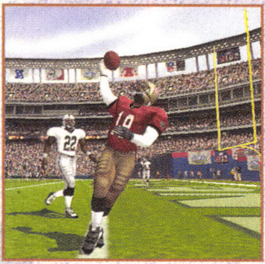
GameCube

FIRST LOOK

NFL GameDay 2004



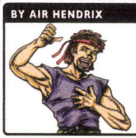




989 SPORTS' STRUGGLES with the PS2 are well documented, but the company's hoping the rough stretch is over. Based on an E^3 demo, GameDay's graphics look competitive for the first time ever on the PS2, sporting entirely new player models, animations, and fields. The A.I. and playbooks are also receiving a lot of attention, but the game's coolest innovation (which will appear in all of 989's PS2 titles) is voice commands. Using a USB headset, you can call audibles, bellow "hut" to your heart's content before calling "hike," and issue other commands, along with the standard online chat functions. NFL GameDay 2004's online features also sound impressive, allowing you to connect with gamers playing any 989 title in the lobby. If the gameplay and feel of the action deliver the goods, perhaps GameDay 2004 can achieve the resurgence it so badly needs.

Note: All screens shown here are from the PlayStation 2 version.

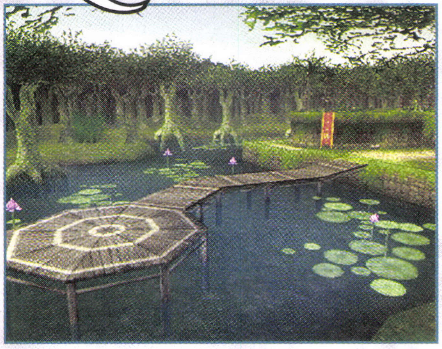
BY AIR HENDRIX



- Developed and published by 989 Sports
- Target release date: August

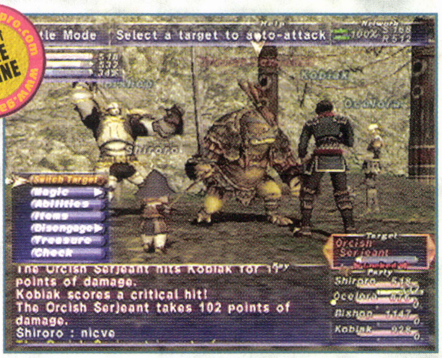
PlayStation 2 PlayStation

FIRST LOOK



Final Fantasy XI

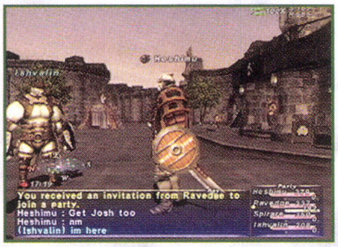
www.gamepro.com
FIND OUT MORE ONLINE
www.gamepro.com


Battle Mode
Select a target to auto-attack
Network
Help
Shiroro
Kobiak
Switch Target
Magic
Abilities
Items
Disengage
Treasure
Check
Target
Orcish Serjeant
Party
Shiroro
Ocelora
Bishop
Kobiak

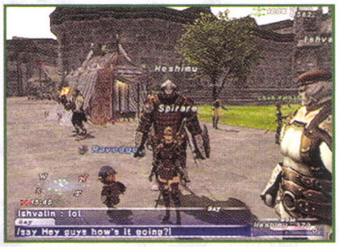
The Orcish Serjeant hits Kobiak for
points of damage.
Kobiak scores a critical hit!
The Orcish Serjeant takes 102 points of damage.
Shiroro : nicve

WHY SPEND HOURS by yourself tapping the X button when you can do it with up to 17 other people worldwide? After an agonizingly long period in stasis, the U.S. version of Final Fantasy XI—Square's first foray into the world of MMORPGs—has finally entered the beta test stage.

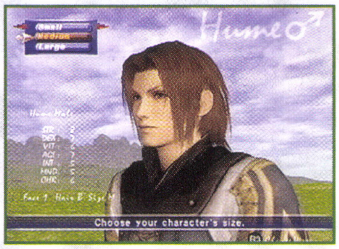
On the surface, FFXI seems like little more than a pretty version of EverQuest Online Adventures—after choosing a race and job class, you're free to wander about the world of Vana'diel, completing story-based quests and joining conquest missions for whichever country you're playing for. However, the U.S. playable version showed a surprising amount of strategic depth: Up to 18 players could join a single party, and the game's magic- and skill-learning system was among the most complex in online RPG-dom.


Ishvalin
Heshimu
Party
Heshimu
Ravedge
Spirare
Ishvalin

You received an invitation from Ravedge to join a party.
Heshimu : Get Josh too
Heshimu : nm
(Ishvalin) im here


Heshimu
Spirare
Ravedge
Heshimu

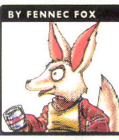
Ishvalin : lol
/say Hey guys how's it going?!


Small
Medium
Large
Hume ♂
Hume Male
STR
DEX
VIT
AGI
INT
MND
CHR

Choose your character's size.

The PS2 version of Final Fantasy XI will require a broadband connection and the PS2 Internal Hard Disk Drive, a 40 GB add-on that's due to come out alongside the game in America. Both the PS2 version and the PC version (coming late 2003) let you play in the same game world—PC gamers just get to see it in higher resolution. Darn them.

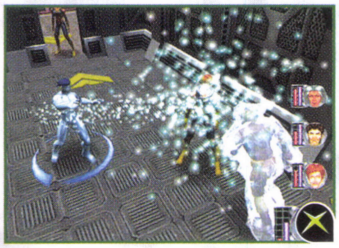
BY FENNEC FOX

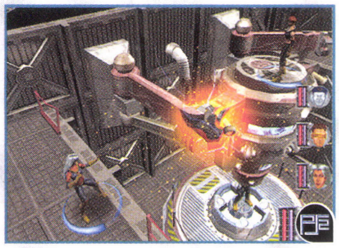


- Developed by SquareSoft
- Published by Sony
- Target release date: First Quarter 2004

PLAYSTATION 2

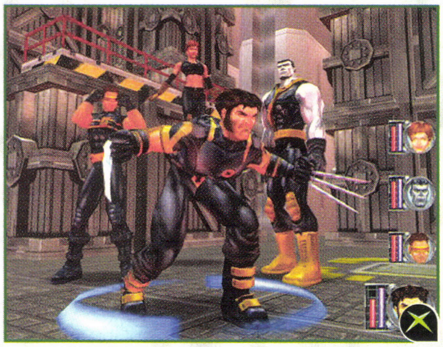
HANDS-ON

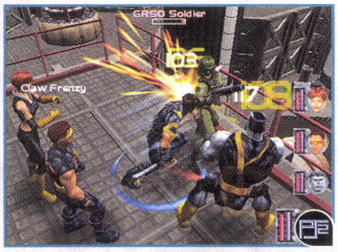




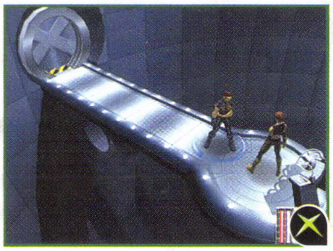
X-Men Legends

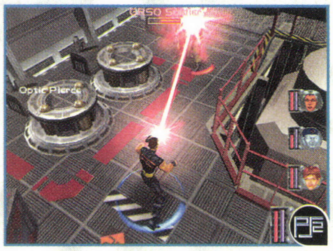
NO, YOUR EYES are not deceiving you—Raven Software (Star Wars Jedi Knight II: Jedi Outcast) is developing an RPG starring film and comicdom's premiere gene-jokes. In X-Men Legends, you'll assemble, train, and lead your own team of uncanny mutant heroes and go toe to toe in real-time skirmishes against heavyweights like the Morlocks, the Sentinels, and Magneto. Over 15 characters from 40 years of X-Men history will be available for recruitment, and creating a balanced team will be integral since different members have specific abilities that can be more advantageous in certain situations.

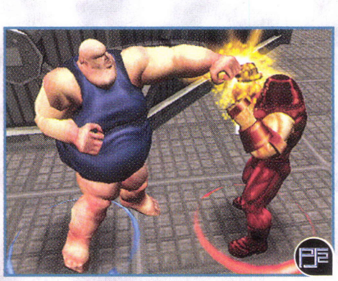


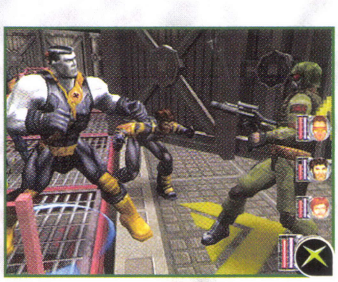

GR50 Soldier
Claw Frenzy

Experience points gained throughout the game can be used to upgrade your team members' abilities, and characters can learn new fighting styles and improve techniques by training at the X-Mansion. What's even cooler is that you can execute team-coordinated attacks, so expect to bust out a Fastball Special (presupposing you have Wolverine and Colossus in your posse, of course). Legends will also feature multiple gameplay modes including a mission-based mode with branching story lines, a four-player cooperative mode, and a fighting mode set in Professor X's famed Danger Room. Be! Excited! Be! Be! Excited!




GR50 Soldier
Optic Pierce





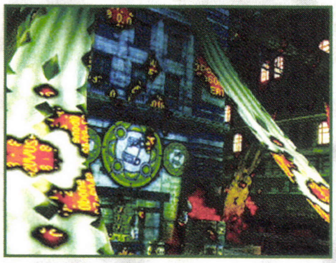
BY PONG SIFU

- Developed by Raven Software
- Published by Activision
- Target release date: Winter 2004

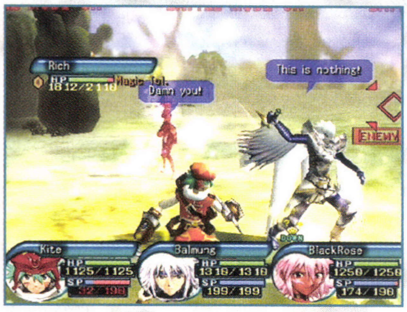
PLAYSTATION 2 XBOX GAMECUBE

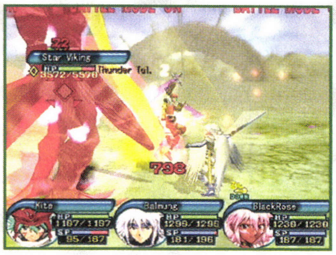
FIRST LOOK

.hack Part 3: Outbreak

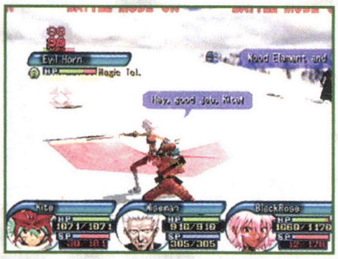


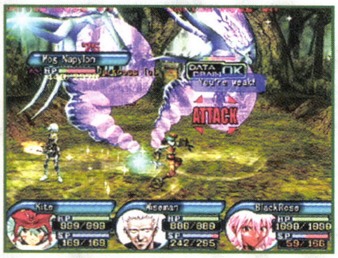
AFTER TWO VOLUMES of exposition, Bandai's episodic RPG (about an online game that's broken beyond the help of any official patch) is finally starting to kick into high gear. Kite, the hero, and his friends defeated Magus at the end of Part 2, but it hasn't helped matters very much. The World is still threatened by viruses, and now Helba, the lady who has helped you out the most so far, is accused of being the malicious hacker behind them all. (If this makes zero sense to you, then it would be best to play the first two volumes before this one.)





Outbreak, just like Mutation before it, will feature a great deal of helpful gameplay enhancements. Have you ever felt like hopping on those Grunties you've been feeding and racing them around the root cities? No? Well, there's a first time for everything, isn't there? You'll also get to cast all sorts of new summon magic in the battles, and more characters get introduced to the story this time around…including folks you may know from both of the .hack anime series (*Liminality* and the separate *.hack//SIGN* show).





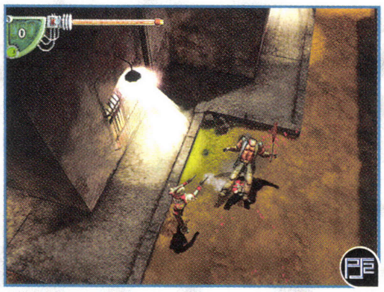
BY FENNEC FOX

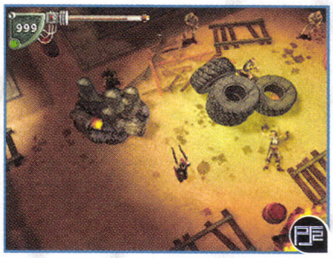
- Developed by Cyber Connect 2
- Published by Bandai
- Target release date: August

PlayStation 2

HANDS-ON

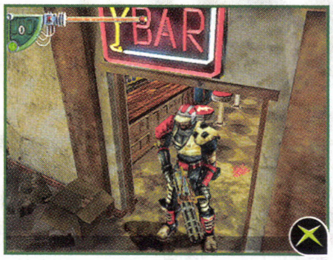
Fallout: Brotherhood of Steel





SAVE YOUR BOTTLE caps, boys, because Fallout's doing it again. An action/RPG version of the hallowed PC RPG series, Brotherhood of Steel gives you your choice of two playable characters with which to fight mutants, defeat raiders, and generally save what's left of the human race. Best described as a postapocalyptic Baldur's Gate: Dark Alliance, Brotherhood of Steel features over 50 ranged, explosive, and melee weapons that you and a friend can use to gang up on the baddies. You'll use fusion-powered pistols, flamethrowing gauntlets, and frag grenades to take out the radioactive nightmares you'll meet along the way.

Fallout has a backstory that rivals Baldur's Gate's, and its dark, gory humor and gritty action should appeal to those of you who left Dark Alliance alone because you thought it was a bit too Dungeons & Dragons for your tastes. If postapocalyptic action, 1950s kitsch sci-fi, and using firearms to turn enemies into a fine red mist sounds like your idea of fun in an RPG, there could be an opening for you in Brotherhood of Steel.



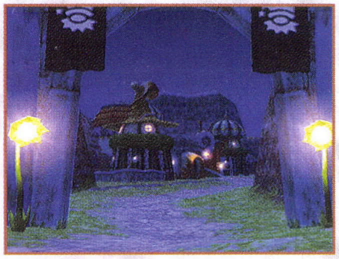
BY D-PAD DESTROYER

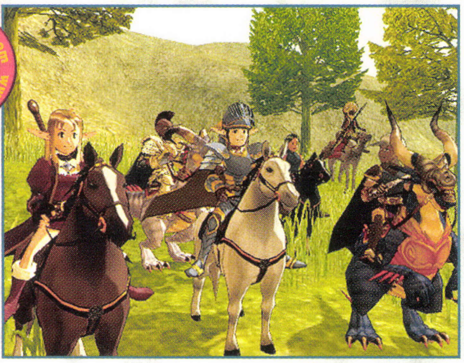
- Developed and published by Interplay
- Target release date: October

PlayStation 2 Xbox

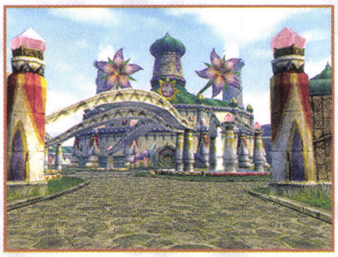
FIRST LOOK

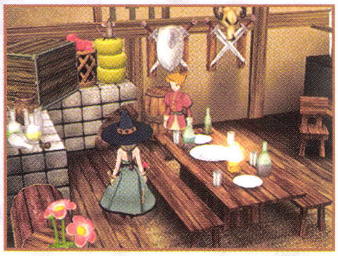
True Fantasy Live Online



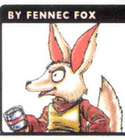


THE LAST TIME the developers of Dark Cloud 2 were showing True Fantasy Live Online, it was looking more like an expansion pack to their PS2 RPG than the glorious online adventure Microsoft painted it as. After a quick runaround with the first playable version (Level-5 head Akihiro Hino was showing it off at this year's E^3 show), it appears that TFLO is both of these things at once—it's a full massively multiplayer RPG with multiparty fights and a guild-based job system, but it also looked almost exactly like Dark Cloud 2, right down to the towns and wacky subgames. Especially worthy of note: the incredibly flexible character-creation system, which allowed for building a cute, cel-shaded version of nearly any humanoid being you can imagine.





BY FENNEC FOX

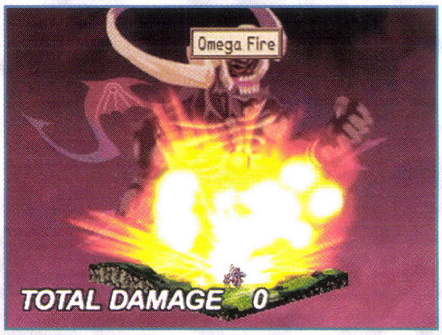


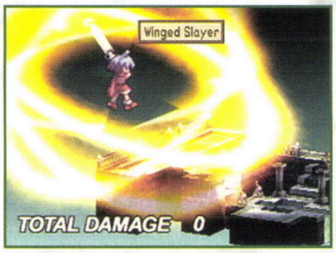
- Developed by Level-5
- Published by Microsoft
- Target release date: 2004

Xbox

FIRST LOOK

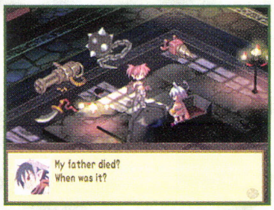
Disgaea: Hour of Darkness

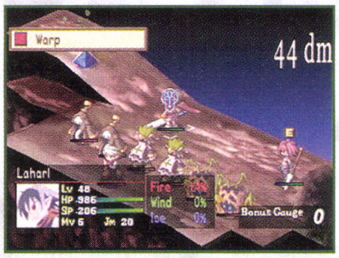

Omega Fire
TOTAL DAMAGE 0

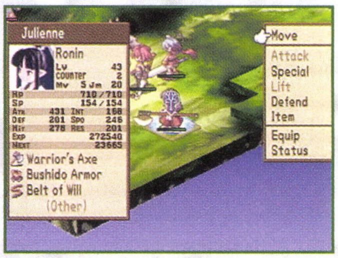

Winged Slayer
TOTAL DAMAGE 0

YOU HAVE TO admire Atlus for its dedication to the hard-core-gamer community. Disgaea is not for wimps—although it's heavily inspired by Final Fantasy Tactics and other console strategy RPGs, the real joy in the U.S. preview version lied in leveling up characters, improving your team's arsenal via Item World battles, and finishing the game multiple times to get all the endings.

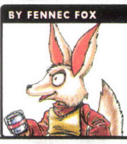
Undoubtedly realizing the sort of audience it's working for, Atlus is including a wealth of nice extras for the U.S. version. Following in .hack's footsteps, Disgaea is bilingual with full English and Japanese dialogue on the disc. Some of the music is being revised for the U.S. version, too—Atlus has hired on underground punk band Tsunami Bomb to spice things up a bit.


My father died?
When was it?


Warp
44 dm
Laharl
Lv 48
HP 986
SP 206
Mv 6 Jm 20
Fire
Wind 0%
Ice 0%
Bonus Gauge 0


Julienne
Ronin
Lv 43
Counter 2
Mv 5 Jm 20
HP 710/710
SP 154/154
Atk 431 Int 168
Def 201 Spd 246
Hit 278 Res 201
Exp 272540
Next 23665
Warrior's Axe
Bushido Armor
Belt of Will
(Other)
Move
Attack
Special
Lift
Defend
Item
Equip
Status

BY FENNEC FOX

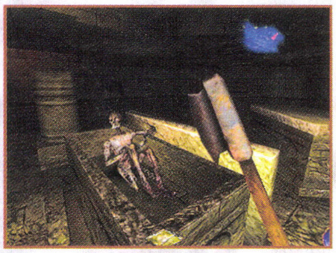


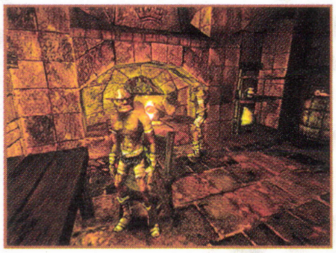
- Developed by Nippon-Ichi Software
- Published by Atlus
- Target release date: Fall 2003

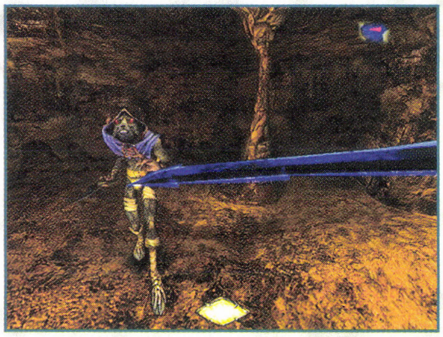
PlayStation 2

HANDS-ON

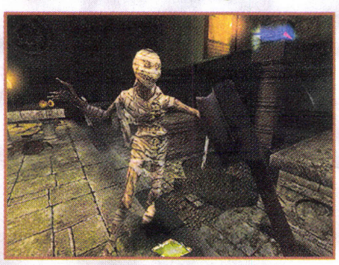
Arx Fatalis

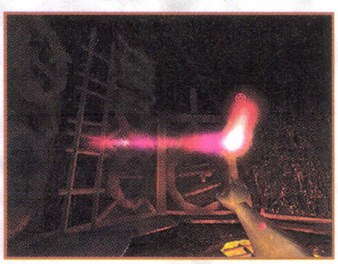






ARKANE STUDIOS IS porting its critically acclaimed Arx Fatalis to the Xbox this winter, offering players over 100 hours of first-person RPG goodness. The adventure was applauded for its absorbing story, clever puzzles, and creative magic system, and Arkane is making sure that every aspect of the title will survive the translation, including improvements to the original's beautifully detailed graphics. In a period of conflict between disparate races of creatures, your character, an amnesiac freshly released from a goblin prison, becomes embroiled in the conflict and wages war against evil. Okay, so it's not the most novel gameplay concept, but what other RPG lets you combine flour, water, and apples to make an apple pie? Thought so.





BY PONG SIFU

- Developed by Arkane Studios
- Published by Dreamcatcher Games
- Target release date: Winter 2003

Xbox

FIRST LOOK

We butcher EMINEM & SCRUBS
MAD
I visited
grand theft auto
vice city
...and all I got was my head cut off!
MAD
WE MUTATE
X-MEN 2
PLUS WE BLAST...
MATRIX RELOADED
GAY PROMS · FAT KIDS
YOUR MOTHER
54 ACADEMY AWARD PUT-DOWNS! 10 DAREDEVIL OUTTAKES!
MAD
WE PISS OFF
THE LORD OF THE RINGS
THE TWO TOWERS
TOMB RAIDER · SCI-FI · THE NBA
MAD

MAD® MAGAZINE

GREAT READING FOR YOUR BETWEEN-GAME BATHROOM BREAKS!

12 DERANGED ISSUES ONLY $17.97!

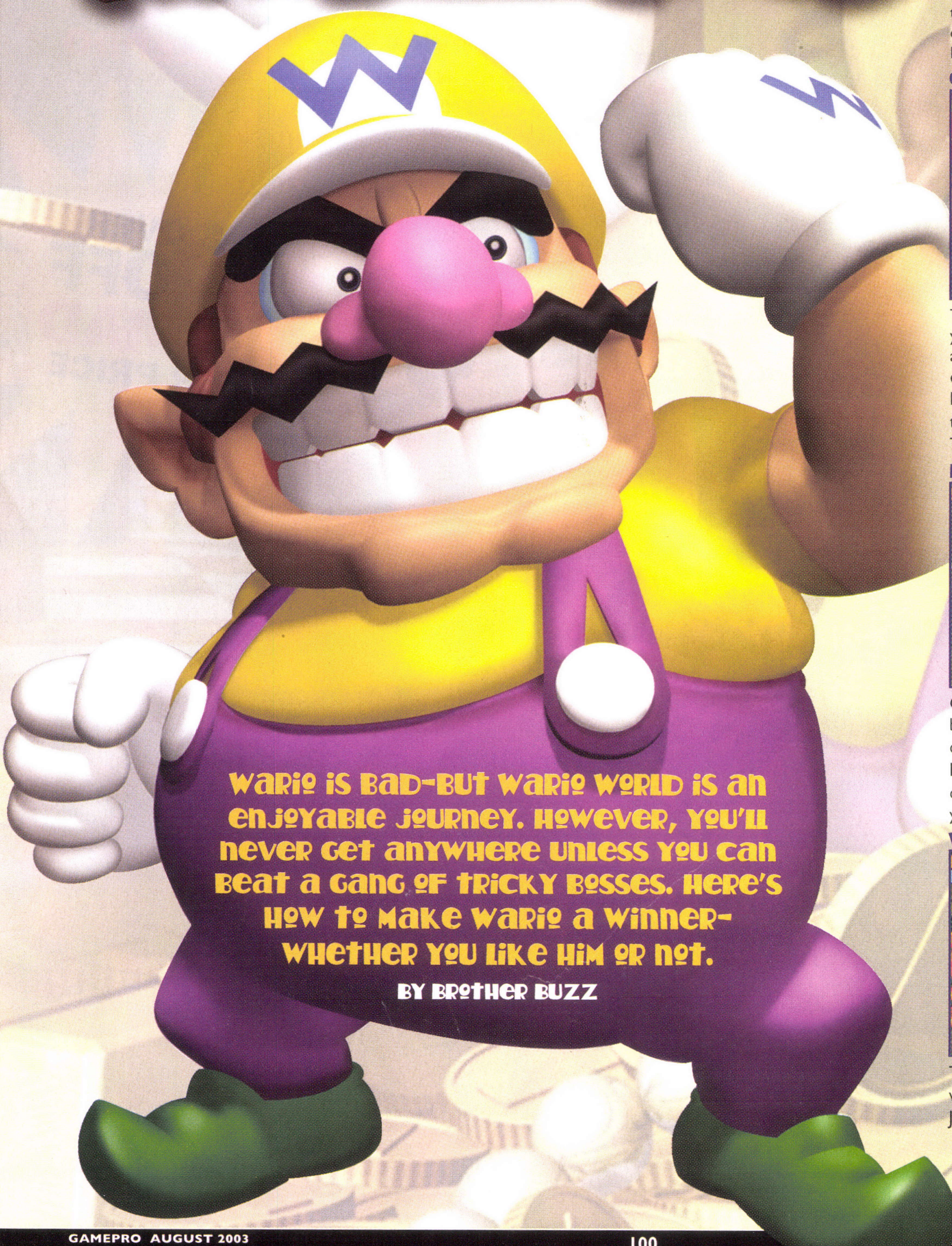
Use the postpaid card or call 1-800-4MADMAG.
FOR FASTER SERVICE SUBSCRIBE ONLINE
WWW.MADMAG.COM/GAMEPRO
Outside U.S. (including Canada) price is $23.97 (includes GST tax).

SAVE OVER 55% OFF THE MAD COVER PRICE

® & © 2003 MAD.

4GAN9

WARIOWORLD

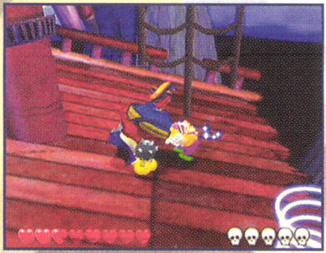


Wario is bad—but Wario World is an enjoyable journey. However, you'll never get anywhere unless you can beat a gang of tricky bosses. Here's how to make Wario a winner—whether you like him or not.

By Brother Buzz

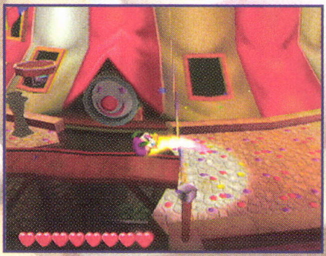
Four Moves to Master

Mega Toss



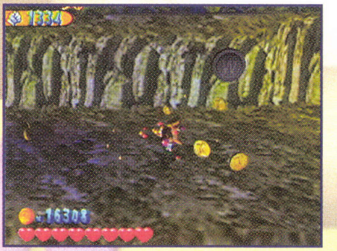
Nailing this move is critical since you use it to defeat almost every boss in the game. Press B to grab, hold B to charge up the Toss, and then release B to toss. Learn to do this quickly.

Corkscrew Conk



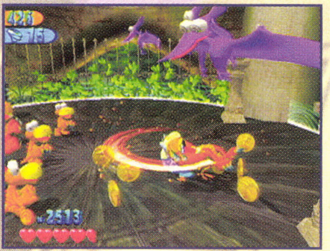
The Conk is a timing dash attack you can use against enemies that are airborne or above you. However, you also need it as a quick, long-distance jump. Press and hold B to dash attack and then press A. Timing is everything.

Hyper Suction



Continues cost coins—build up your bank, and it's like having unlimited continues. Press L to use Wario's Hyper Suction to suck up a slug of coins. This trick is revealed after you play through two levels.

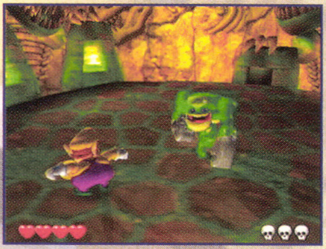
Wild Swing-Ding



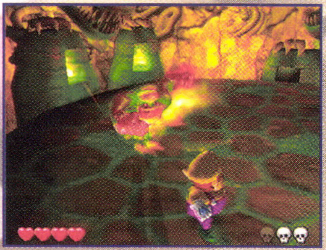
The Wild Swing-Ding move is a cool way to wipe out a gang of monsters. Just punch one out, press B to grab him, and then begin rotating the analog stick. Use this to spin gears and wheels, too.

Excitement Central:
Greenhorn Forest

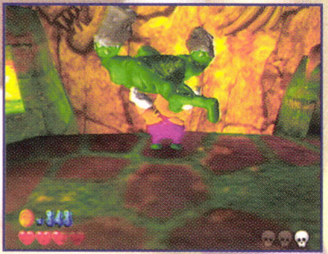
Greenhorn Boss



The Greenhorn Forest boss starts out moving kinda of slow. Press B to punch him or press A to jump up, and then press R to Ground Pound him.



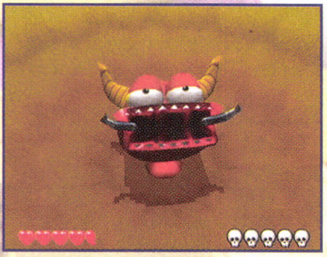
Your beatings make the Green Forest boss see red! He speeds up dramatically, so be on guard.



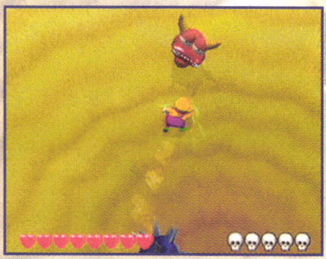
When you knock him out, toss him off the edge of the platform. Repeat until done. After you beat the Greenhorn Forest boss, continue exploring the level because there are a few more things to find.

Excitement Central:
Greenhorn Ruins

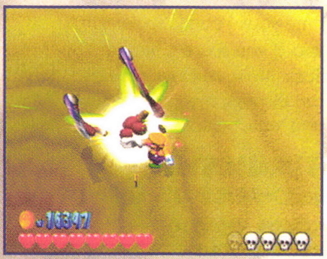
Sand Doom



The Greenhorn Ruins boss is a nasty bug that hides in the sand. After he spits spike balls at you, whack him.



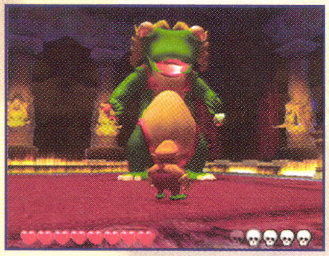
You need to follow his movement under the sand and anticipate where he'll emerge. Aim Wario, press and hold B for a Dash Attack, or get behind him and punch.



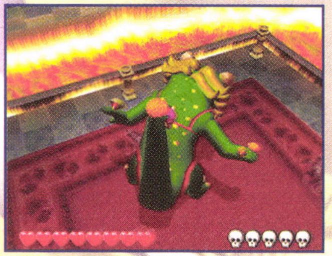
Remember, he's invulnerable while he's chopping with his claws, so just get out of the way.

Excitement Central:
DinoMighty's Showdown

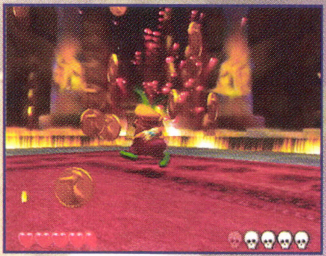
Di-no-Mite!



DinoMighty is big, scary, and slow. You can beat him silly from behind to make him cough up coins.



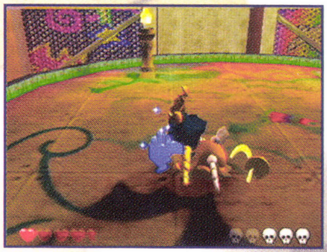
That's a good way to fortify your cash flow, but there's only one way to beat him. Stun him, grab him, and Mega Toss him. Hitching a ride on his Glue Globe tail, for instance, puts you in position to Ground Pound his head. Press A to jump and R to pound. You can also whack his knee with a pillar.



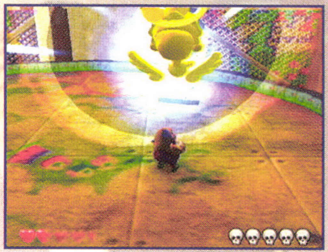
When Dino's in the moat, he spews a ton of coins, but remember that he comes flying out of there to land a major body slam.

Spooktastic World:
Horror Manor

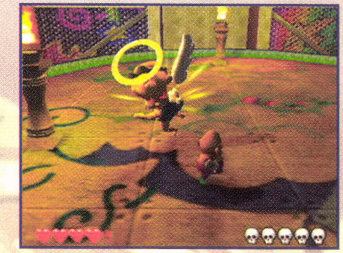
All Dolled Up



The Brawl Doll is no angel: It swats you with its wings. You can punch the Doll silly or knock it down by grabbing the stone torch pedestals and tossing them at it.



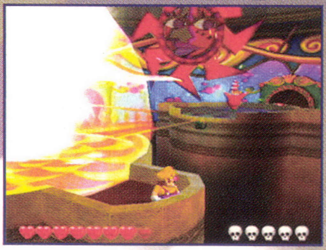
Watch out for the energy balls that the Doll tosses right after it recovers from your knockdowns. After you score three hits, it busts out with a charge move.



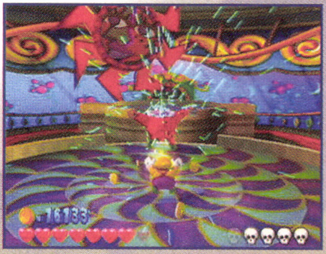
Once you knock it down, use the Mega Toss to fling it off the platform. Repeat five times to win.

Spooktastic World:
Wonky Circus

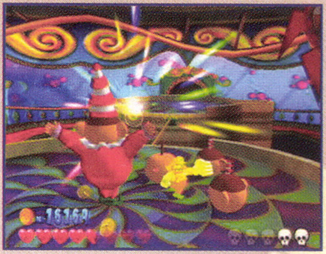
Bring Down the Clown



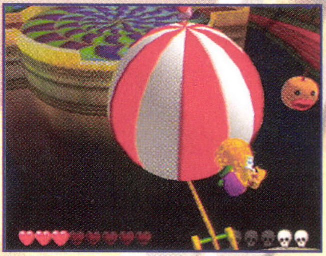
Clown-a-Round is a joker with an explosive personality. He rides on a big balloon, which he tosses back and forth like a "happy" handgrenade between two platforms. When he pitches it at you, run to a safe spot to your right or left.



After his balloon toss, Clown-a-Round removes his fake head for a brief time. Quickly smack him, press B to grab him, and then throw him overboard with the Mega Toss.



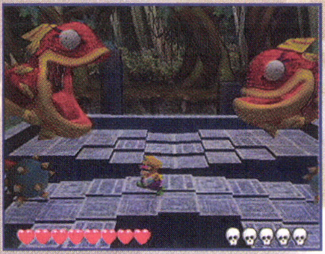
Clown's tough to punch because you have to beat off the exploding, floating head balloons at the same time. If Clown sprouts a new head, he can't be hurt.



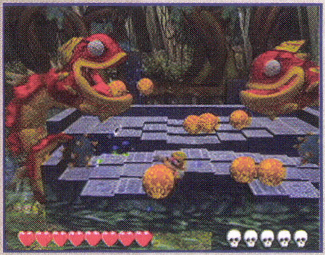
If you can hitch a ride on the Glue Globes on Clown's big balloon when he retreats, you can temporarily escape the homing head balloons and avoid one of his bombardments.

Spooktastic World: Dual Dragon's Showdown

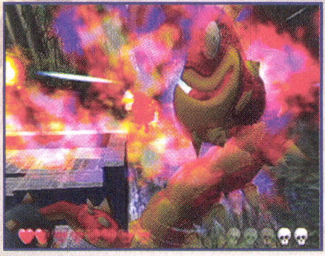
Double Trouble



Dual Dragon is two mouthfuls of trouble, but it actually is its own worst enemy, too. Dodge Dragon's breath of fire and avoid the spike-ball tails.



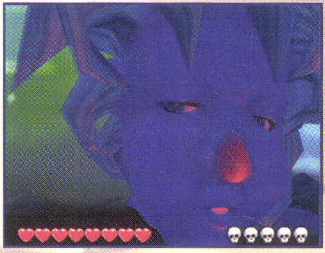
Stay away from the Glue Globes it spews, too. It sucks the globes back up, so if you're glued, press A to jump off and avoid major damage.



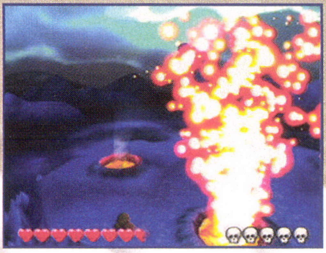
Keep punching each head. Dragon's fire breath burns you, but it also torches the opposite head. Also, stay out of the surrounding water.

Thrillesville: Shivering Mountains

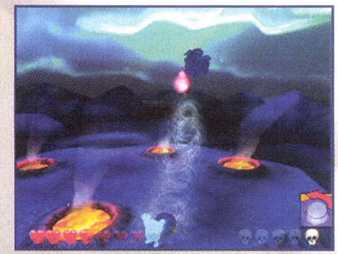
Winter Kills



The floating Winter Windster unleashes a variety of frosty air-to-ground attacks. But it's vulnerable on the ground.



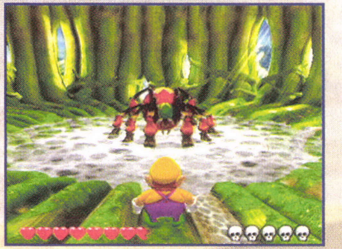
You can try to time a ground-to-air attack by depositing the snowballs it drops into the lava pits. The pits erupt, spewing lava up into the sky, and if you time it right, it burns the Windster.



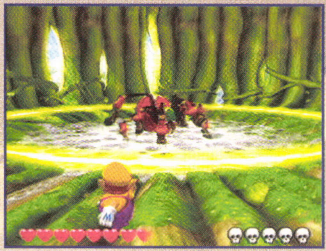
However, you can draw it down by letting it freeze you with its breath. Rapidly jiggle the joystick to warm up and unfreeze as it approaches you. When the Windster's on the ground, just punch it out. Then grab it and Mega Toss it to score a hit.

Thrillesville: Beanstalk Way

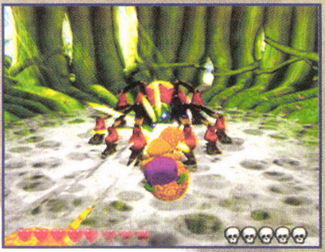
Comes a Spider



Moving in on Spideraticus is gnarly because its sticky web restricts your movement, making it hard to avoid his attacks.



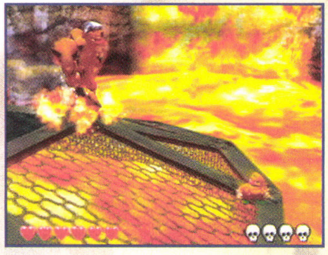
Spidey's offense consists of three moves: It jump-stomps to unleash two energy rings—one slow, one fast; it fires energy bursts from its fangs; and it spurts an energy bolt from the rear of its abdomen.



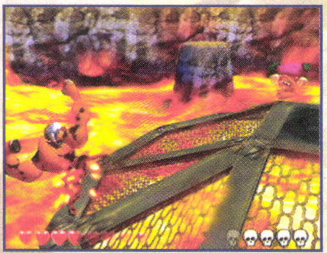
To zap it, wait until it spits out Glue Globes. Jump onto a globe and as Spideraticus draws it back, knock it out with a well-aimed Ground Pound by pressing A then R. But if you mistime your Pound, Spider gnaws on you. If you score a hit, use the Mega Toss. Now, run away as fast as you can through the gooey webbing and plan your next attack.

Thrillesville: Red-Brief J's Showdown

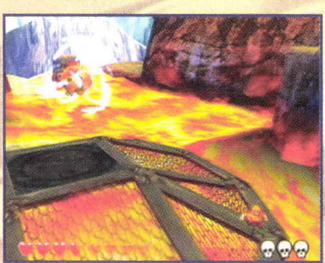
Short Shorts



Red-Brief J thinks he's hot, and you're in for a scorching time because he's one of the toughest bosses to beat. But he's not immune to the heat, either, and that's how you'll defeat him.



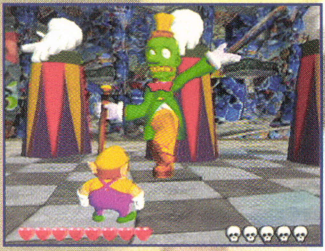
The trick is to dodge his rushing attacks until he teeters on the edge of the platform. At that moment, press A to jump and then press R to stomp down and rock the platform to make Red fall into the lava.



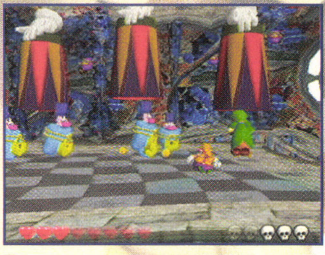
Red-Brief has a couple of bull-rush moves, and he sometimes launches fire blasts from his hooves. Try to keep your distance so you have time to maneuver. Also, don't let the lava splash up on you through the grating of the platform.

Sparkle Land: Mirror Mansion

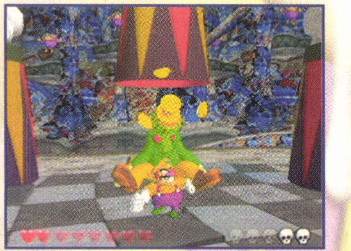
Emcee Hammered



The Mean Emcee hosts his own game, sort of a three-cup Monty. You have to find him under the correct cup in order to knock him out.



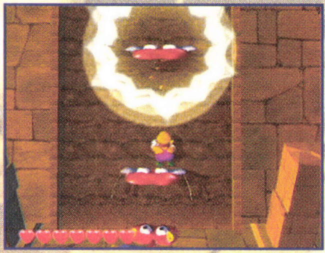
Guess wrong and a bunch of mean toys will rush toward you. These are easy to beat, and you can grab one to toss at the Emcee.



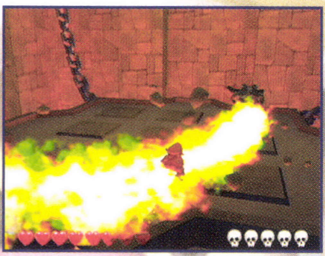
If you guess correctly, you won't see the Emcee (he's hiding up in the raised cup). Look for his feet, aim at the cup, and use the Corkscrew Conk (hold B, and as you charge hit, A). You knock the Emcee out of the cup and then you can grab him and Mega Toss him off the platform.

Sparkle Land: Pecan Sands

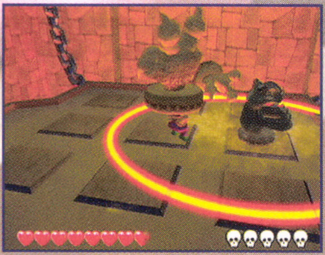
Pumping Iron



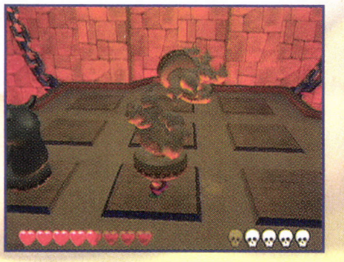
Reaching the top of the pyramid to find the boss, Ironsider, is tricky. You need to knock down the spade-thingies, grab them, and slam them into the wall to use them like stepping stones to get to the top.



Ironsider is a menacing metal head with disembodied stone hands. He stomps out energy rings of ever-increasing frequency, blows flames, and grabs you with his hands.

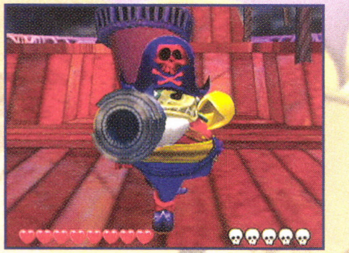


Jump over the energy rings. To avoid the flames, use the Ground Pound (press A and then press R) to burrow into the sand.

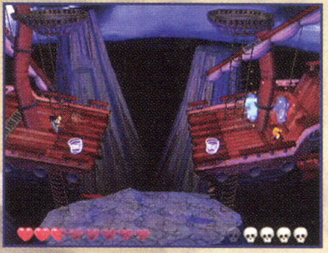


Attack a stone hand when it smashes the ground. You can grab it and Mega Toss it into Ironsider until he's smashed.

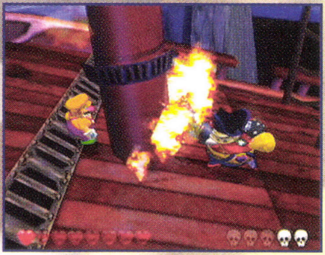
Sparkle Land:
Captain Skull's Showdown
Cracking Skull



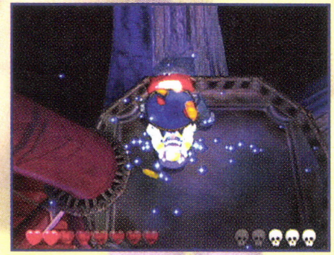
Captain Skull is probably the meanest boss in Wario World. He fires several types of brutal shots at you. But one works against him.



First, you have to learn to jump ship… er, wrecks. Chase Skull between the two ships. You can run across the ground, but sometimes his fury forces you to Corkscrew Conk from the top of the masts. The spiral springs enable you to leap to the top of the masts. Hit him as often as you can. Then grab and Mega Toss him.

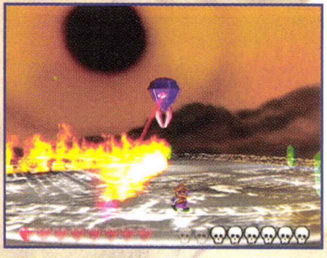


When his life meter's down to two skulls, he fires several types of blasts at you. When he gears up for the big cannon ball, get out of the general area or the blast will nail you.

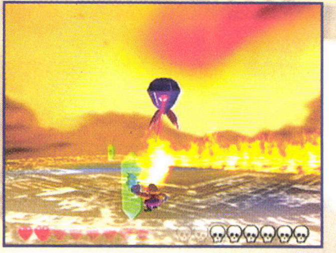


Skull's cannon shots will be his undoing. Grab an iron ball and toss it back at him. Be advised: Beating Skull requires mucho patience.

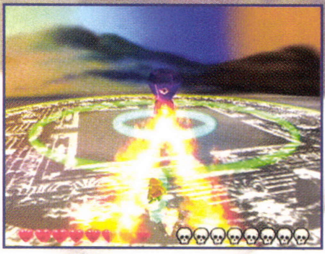
Treasure Square:
Courtyard
Dark Victory



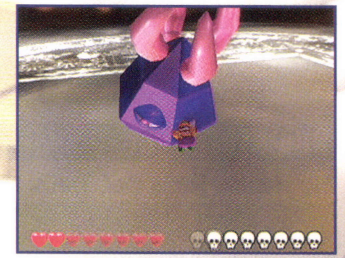
The last fight is a sizzler. If you smash the crystals that entrap the Spritelings, they hone in like missiles to damage the evil dark jewel.



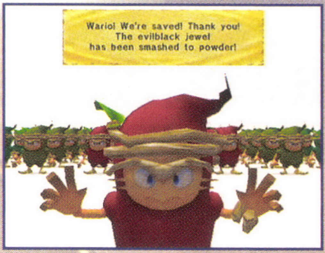
To avoid a hot foot from the fire eye, try to hit the crystals while you're on the go. Run in a circle and don't stop if you miss a crystal on the first pass.



You also have to jump over the energy rings.

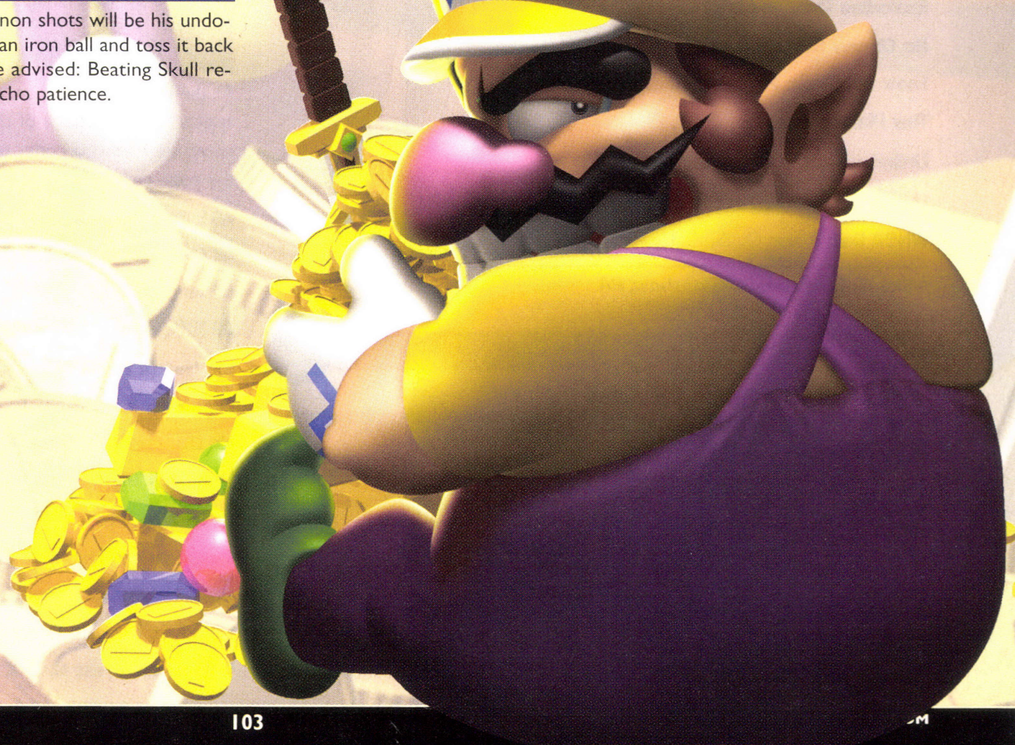


When you release all the Spritelings, the boss crash lands. You can grab it and hurl it with the Mega Toss.



Wario! We're saved! Thank you!
The evilblack jewel
has been smashed to powder!

Okay, so Wario shouldn't have stolen that black jewel in the first place. But at least your success means Wario World is safe for the Spritelings to play another day.



CODE VAULT

CHEATS · TRICKS · SECRETS

Submit your hottest Code Vault tips! Each month, the reader with the winning tip receives a product from Capcom, which features such high-quality games as Breath of Fire: Dragon Quarter for the PlayStation 2! Runners-up receive a *GamePro* T-shirt.

WIN!

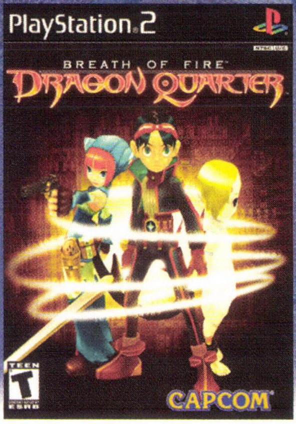
Send tips to:

GamePro magazine
Code Vault
P.O. Box 22210
Oakland, CA 94623-2210

or e-mail them to:

codevault@gamepro.com

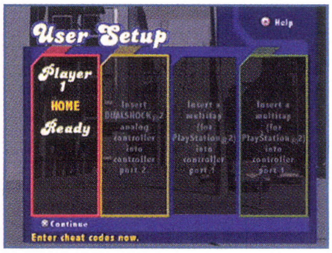
Please include your name, address, and phone number so we can award you your prize.


PlayStation 2
BREATH OF FIRE
DRAGON QUARTER
TEEN
T
ESRB
CAPCOM

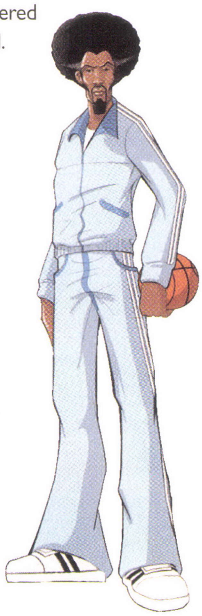
READER TIP OF THE MONTH

NBA STREET VOL. 2

Big Heads, Show Ball Trails, and More


User Setup
Help
Player 1
HOME
Ready
Insert DUALSHOCK 2 analog controller into controller port 2
Insert a multitap (for PlayStation 2) into controller port 1
Insert a multitap (for PlayStation 2) into controller port 1
Continue
Enter cheat codes now.

At the User Setup screen, enter a name and "Enter cheat codes now" will appear at the bottom of the screen. **Press and hold L1**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.



ABA Ball: Press ○, □, ○, □.

All Courts: Press ○, □, ○, □.

All Jerseys: Press □, △, ○, ○.

All NBA Legends: Press □, △, △, ○.

Big Heads: Press ○, □, □, ○.

Easy Shots: Press △, ○, □, △.

Exploding Rims: Press ○, ○, ○, △.

No Display Bars: Press □, ○, ○, ○.

Show Ball Trails: Press △, △, △, □.

Tiny Players: Press △, △, ○, □.

Unlimited Turbo: Press □, □, △, △.

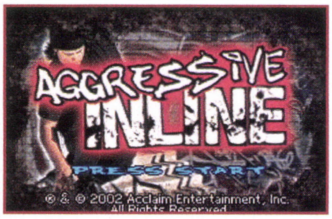
Unlock St. Lunatics: Press △, △, △, △, △.

WNBA Ball: Press ○, △, △, ○.

Mike Gniewkowski—Glenshaw, PA

AGGRESSIVE INLINE

Unlock All Courses and Skaters

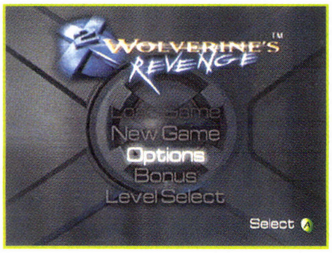

AGGRESSIVE INLINE
PRESS START
© & ® 2002 Acclaim Entertainment, Inc. All Rights Reserved.

STATS
AGGRESSIVE INLINE
NAME
METALMAN
SPEED
SPIN
JUMP
AIR
HANG TIME
BACK
CHANGE
ACCEPT

At the title screen, **press L, L, B, B, R, R, L, R**. If you entered the code correctly, you'll hear a sound and all courses and skaters will be available.

X2: WOLVERINE'S REVENGE

Unlock Everything

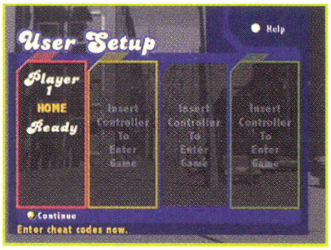

X2 WOLVERINE'S REVENGE
Load Game
New Game
Options
Bonus
Level Select
Select

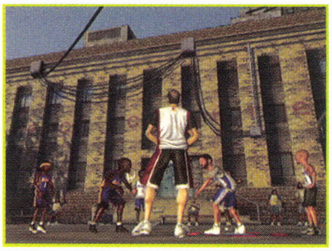
Costume
Classic Yellow/Blue
HULK
WOLVERINE!
Back
Select

At the main menu, **press X, L, X, L, X, X, L, R, L, R**. If you entered the code correctly, you'll hear a confirming sound and all costumes, levels, and Cerebro Files will be unlocked.

NBA STREET VOL. 2

Exploding Rims, Unlimited Turbo, and More


User Setup
Help
Player 1
HOME
Ready
Insert Controller To Enter Game
Insert Controller To Enter Game
Insert Controller To Enter Game
Continue
Enter cheat codes now.



At the User Setup screen, enter a name and "Enter cheat codes now" will appear at the bottom of the screen. **Press and hold L**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

ABA Ball: Press **X, B, X, B**.

All Courts: Press **X, Y, Y, X**.

All Jerseys: Press **B, Y, X, X**.

All NBA Legends: Press **B, Y, Y, X**.

Big Heads: Press **B, X, X, B**.

Exploding Rims: Press **B, B, B, Y**.

No Display Bars: Press **X, B, B, B**.

Show Ball Trails: Press **Y, Y, Y, X**.

Street Kids: Press **Y, Y, B, X**.

Tiny Players: Press **Y, Y, B, X**.

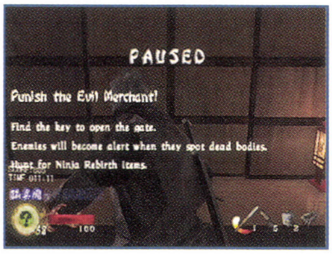
Unlimited Turbo: Press **X, X, Y, Y**.

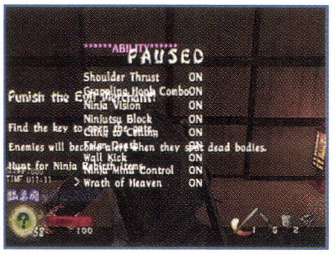
Unlock St. Lunatics: Press **X, Y, B, Y**.

WNBA Ball: Press **B, Y, Y, B**.

TENCHU: WRATH OF HEAVEN

All Special Abilities, Unlock B-Side Code, and More


PAUSED
Punish the Evil Merchant!
Find the key to open the gate.
Enemies will become alert when they spot dead bodies.
Hunt for Ninja Rebirth Items.


ABILITY
PAUSED
Shoulder Thrust ON
Grappling Hook Combo ON
Ninja Vision ON
Ninjutsu Block ON
Cling to Ceiling ON
Wall Kick ON
Ninja Mind Control ON
> Wrath of Heaven ON

All Special Abilities: Pause the game, **simultaneously press and hold L1 and L2, and then press Up, Up, Down, Down, release L1 and L2, and then press □, □, R1, R2**. If you entered the code correctly, a menu will appear at the pause screen.

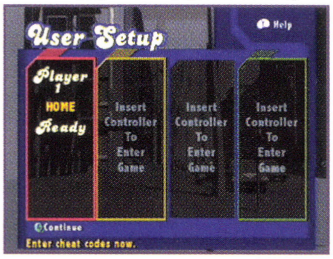
Increase Score: Pause the game, plug a controller into the second controller port, and with that controller **simultaneously press and hold L1 and R1, and then press Right, Right, Left, Left**. If you entered the code correctly, the game will automatically resume.

Show Score: Pause the game, plug a controller into the second controller port, and with that controller **press Right, Right, Left, Left**. If you entered the code correctly, the score and time will appear at the bottom of the screen.

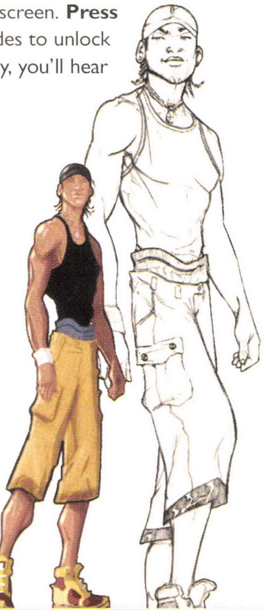
Unlock B-Side Code: At the title screen, **simultaneously press and hold L1 and R2, and then press Down, □, Up, □, Right, □, Left, □**. If done correctly, you'll hear a sound. Go to the main menu and select Options. At the Options screen, choose Audio, and at the Audio screen, select Language, where you'll now be able to select B-Side.

NBA STREET VOL. 2

ABA Ball, No Display Bars, and More


Help
User Setup
Player 1
HOME
Ready
Insert Controller To Enter Game
Insert Controller To Enter Game
Insert Controller To Enter Game
Continue
Enter cheat codes now.

At the User Setup screen, enter a name and "Enter cheat codes now" will appear at the bottom of the screen. **Press and hold L**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.



ABA Ball: **Press X, B, X, B**.

Big Heads: **Press X, B, B, X**.

Exploding Rims: **Press X, X, X, Y**.

No Display Bars: **Press B, X, X, X**.

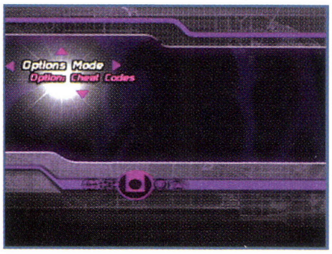
Show Ball Trails: **Press Y, Y, Y, B**.

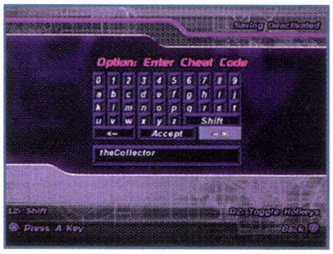
Tiny Players: **Press Y, Y, X, B**.

Unlimited Turbo: **Press B, B, Y, Y**.

MIDNIGHT CLUB II

All Cars and Locations, No Damage, and More


Options Mode
Option: Cheat Codes


Saving Deactivated
Option: Enter Cheat Code
Shift
Accept
theCollector
L2: Shift
R2: Toggle Hotkeys
Press A Key
Back

Saving Deactivated
Arcade Mode
City: Los Angeles
Players: 1
Race Type: Cruise
Settings: Default
Vehicle: Nousagi
Help
Start Race
Change color
Back

At the main menu, highlight "Options Mode," highlight "Option: Controller," and then **press Left** to scroll over to Option: Cheat Code. Select Option: Cheat Code, and at the Option: Enter Cheat Code screen, enter the following codes to unlock these cheats. If you entered the code correctly, it will disappear when you select Accept on the keypad.

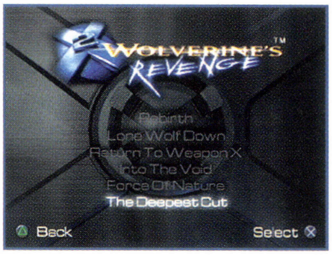
Note: Passwords are case-sensitive.

All Cars and Locations:	`rimbuk`
All Cities:	`Globetrotter`
All Vehicles:	`theCollector`
All Vehicles and Cities:	`pennyThug`
No Damage:	`gladiator`
Unlimited Nitro:	`greenLantern`

X2: WOLVERINE'S REVENGE

All Costumes, Unlock Cerebro Files, and More

X2 Wolverine's Revenge
Load Game
New Game
Options
Bonus
Continue
Select


X2 Wolverine's Revenge
Rebirth
Lone Wolf Down
Return To Weapon X
Into The Void
Force Of Nature
The Deepest Cut
Back
Select

At the main menu, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

All Costumes: **Press △, ○, △, □, □, □, simultaneously press L1 and L2**.

Level Select: **Press △, ○, △, □, △, ○, simultaneously press L1 and R1**.

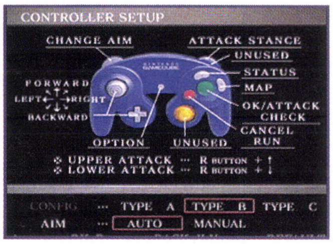
Unlock Cerebro Files: **Press △, ○, △, □, □, □, simultaneously press R1 and R2**.

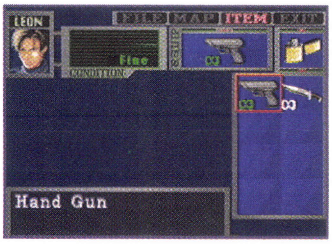
Unlock Debug Menu: **Press △, △, ○, ○, □, □, ○, ○, simultaneously press L1, L2, R1, and R2**.

Note: Pause the game to access the debug menu.

RESIDENT EVIL 2

Infinite Ammo


CONTROLLER SETUP
CHANGE AIM
ATTACK STANCE
UNUSED
STATUS
MAP
OK/ATTACK CHECK
CANCEL RUN
FORWARD
LEFT
RIGHT
BACKWARD
OPTION
UNUSED
UPPER ATTACK ··· R BUTTON + ↑
LOWER ATTACK ··· R BUTTON + ↓
CONFIG ··· TYPE A TYPE B TYPE C
AIM ··· AUTO MANUAL

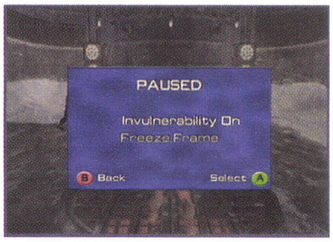

LEON
FILE MAP ITEM EXIT
Fine
CONDITION
Hand Gun

During gameplay, **press Start** to bring up the Options menu. Select Button Config., and at the Controller Setup screen, highlight "Aim," **press and hold R, and then press Z, Z, Z, Z, Z, Z, Z, Z, Z, Z**. If you entered the code correctly, you'll have infinite ammo when you resume the game.

X2: WOLVERINE'S REVENGE

All Costumes, Unlock Cerebro Files, and More

X2 Wolverine's Revenge
Load Game
New Game
Option Screen
Bonus
Level Select
Select A


PAUSED
Invulnerability On
Freeze Frame
B Back
Select A

At the main menu, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

All Costumes: Press **B, X, B, Y, Y, Y, L, L, Z**.

Level Select: Press **B, X, B, Y, B, X, L, R, Z**.

Unlock Cerebro Files: Press **B, X, B, Y, Y, Y, R, R, Z**.

Unlock Debug Menu: Press **B, B, X, X, Y, Y, X, X, L, L, R, R, Z**.

Note: Pause the game to access the debug menu.

GODZILLA: DESTROY ALL MONSTERS MELEE

Boxing Ring, Technicolor Mode, and More

Godzilla
CHEAT CODE: 209697
Destroy All Monsters
Versus
Adventure

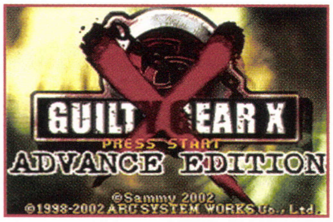
ADVENTURE
Difficulty: EASY
Godzilla
P1
DESTOROYAH

At the main menu, highlight "Versus," and **in order press and hold L, B, R, and then in order release B, R, L**. If done correctly, a cheat menu will appear. Enter the following codes to unlock these cheats. If you entered the correct code, Godzilla will roar.

12 Continues in Adventure Mode:	548319
Add A.I. Player to Melee:	154974
All Cities:	107504
All Cities and All Monsters:	863768
All Gallery Items:	962129
All Monsters:	209697
All Monsters Are Invisible:	600225
All Players Are Small:	154974
All Players Deal Quadruple Damage:	817683
All Players Take No Damage:	569428
Black and White Mode:	860475
Boxing Ring:	440499
Constant Energy for Player One:	778393
Constant Energy for Player Two:	881557
Constant Energy for Player Three:	597558
Constant Energy for Player Four:	218967
Destoroyah:	352117
Disable HUD:	880460
Display Game Version Number at Option Menu:	097401
Ending Credits:	339223
Even-Numbered Players Are Small:	600095
Gigan:	822777
Godzilla 2000:	637522
Hedorah in Every Game:	288730
Indestructible Buildings:	451129
King Ghidorah:	939376
Mecha Godzilla:	643861
Mecha King Ghidorah:	504330
Monster Island:	745749
More Energy Damage/No Recharge:	690242
Mothership:	972094
No Energy Power-Ups:	803358
No Freeze Tanks:	223501
No Health Power-Ups:	221086
No Hedorah:	584408
No Mothra Power-Ups:	491040
No Power-Ups:	229497
No Power-Ups Except Energy:	553945
No Power-Ups Except Health:	270426
No Power-Ups Except Rage:	660398
No Rage Power-Ups:	666500
Odd-Numbered Players Are Small:	853955
Orga:	622600
Player Indicators Are Always Visible:	860068
Player One Is Always in Rage:	159120
Player One Deals Quadruple Damage:	940478
Player One Is Invisible:	659672
Player One Is Small:	558277
Player One Takes No Damage:	152446
Player Two Is Always in Rage:	491089
Player Two Deals Quadruple Damage:	930041
Player Two Is Invisible:	493946
Player Two Is Small:	689490
Player Two Takes No Damage:	724689
Player Three Is Always in Rage:	450514
Player Three Deals Quadruple Damage:	537651
Player Three Is Small:	203783
Player Three Takes No Damage:	367744
Player Four Is Always in Rage:	702905
Player Four Deals Quadruple Damage:	889610
Player Four Is Small:	495355
Player Four Takes No Damage:	317320
Players' Health Regenerates:	597378
Technicolor Mode:	394804
Throw All Buildings and Objects:	248165
Toggle Military:	728629

GUILTY GEAR X: ADVANCE EDITION

Original Mode, Unlock Testament, and More


GUILTY GEAR X
PRESS START
ADVANCE EDITION
©Sammy 2002
©1998-2002 ARC SYSTEM WORKS Co., Ltd.

GUILTY GEAR
CHARACTER NO. 14
TESTAMENT
UNKNOWN1
UNKNOWN2
UNKNOWN3
UNKNOWN4

At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

Extra Mode: Press Right, Down, Left, R, R.

G.G. Mode: Press Left, Down, Right, L, L.

Limit Release Mode: Press L, R, A, A, A.

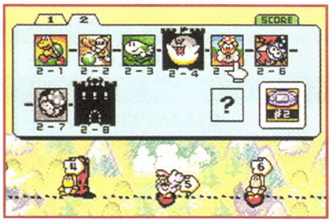
Original Mode: Press A, B, A, L, L.

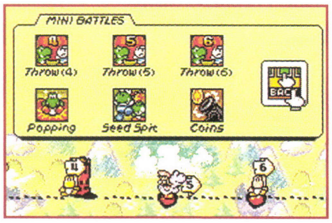
Unlock Dizzy: Press Down, Down, R, L, R.

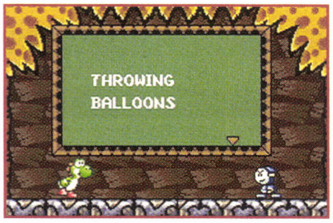
Unlock Testament: Press Up, Down, Right, Left, A.

SUPER MARIO ADVANCE 3: YOSHI'S ISLAND

Bandit Mini Battles


SCORE
2-1
2-2
2-3
2-4
2-6
2-7
2-8

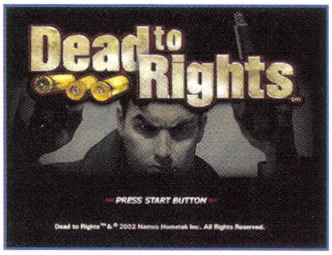

MINI BATTLES
Throw(4)
Throw(5)
Throw(6)
Popping
Seed Spit
Coins
BACK

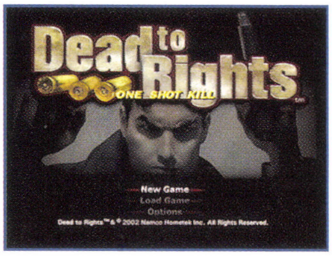

THROWING BALLOONS

At the stage select screen, **press and hold Select, and then press L, L, B, A, R.** If you entered the code correctly, you'll automatically go to the Mini Battles screen.

DEAD TO RIGHTS

One Shot Kills, Sharpshooter, and More


Dead to Rights
PRESS START BUTTON


Dead to Rights
ONE SHOT KILL
New Game
Load Game
Options

At the main menu, **simultaneously press and hold L1, L2, R1, and R2**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Bang Bang: Press ○, △, □, ○.

Bulletproof: Press Up, Up, Up, □, Down.

Chow Yun Jack: Press △, ○, Up, Up, Up.

Extraordinary Skills: Press ○, ○, Up, Up, □.

Fight Club: Press Right, □, Left, ○.

Gimme Some Sugar, Baby: Press Left, Right, Left, ○, □.

Jack Off: Press △, △, Up, Up, △.

No Cursor: Press Up, Up, Down, Down, Up.

One Shot Kills: Press △, ○, ○, ○, Left.

Sharpshooter: Press □, □, □, Down.

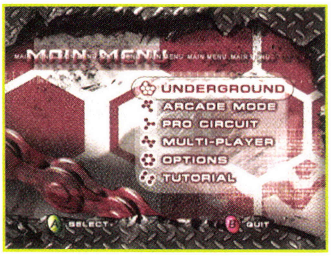
Super Cop: Press □, △, Left, Up.

Up Close and Personal: Press □, △, ○, △, □.

Woof!: Press ○, □, △, ○, Down.

TOXIC GRIND

All Bikes, Movies, and More


MAIN MENU
UNDERGROUND
ARCADE MODE
PRO CIRCUIT
MULTI-PLAYER
OPTIONS
TUTORIAL
SELECT
QUIT

At the Main Menu, **simultaneously press and hold L and R**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a guitar riff.

All Bikes: Press Down, Up, Right, Right, Right, Right, Right, Right, Left Thumbstick.

All Levels: Press Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick.

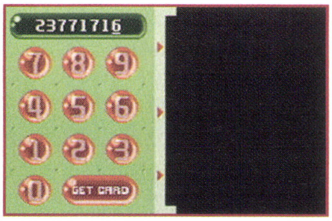
All Movies: Press Right, Up, Down, Down, Up, Right, Down, Down, Left Thumbstick.

All Music Tracks: Press Right, Right, Right, Right, Right, Right, Up, Down, Left Thumbstick.

All Riders: Press Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick.

YU-GI-OH! WORLDWIDE EDITION

Card Passwords



23771716
7 8 9
4 5 6
1 2 3
0 GET CARD
7 Colored Fi

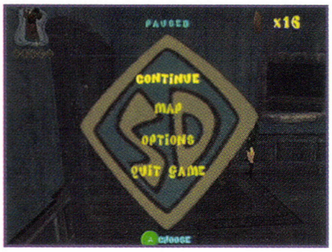
At the Battle City map, **press R** to bring up the submenu. Select Password, and at the Password screen, enter the following passwords to unlock the corresponding cards. If you entered the password correctly, the card will appear onscreen.

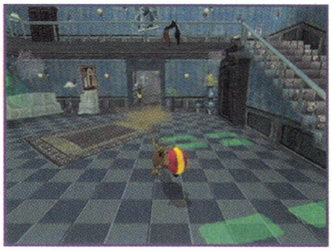
7 Colored Fish: 23771716
7 Completed: 86198326
Acid Crawler: 77568553
Acid Trap Hole: 41356845
Air Eater: 08353769
Air Marmot of Nefariousness: 75889523
Akakieisu: 38035986
Akihiron: 36904469
Alligator's Sword: 64428736
Alligator's Sword Dragon: 03366982
Alpha the Magnet Warrior: 99785935
Amazon of the Seas: 17968114
Ameba: 95174353
Amphibious Bugroth: 40173854
Ancient Brain: 42431843
Ancient Elf: 93221206
Ancient Jar: 81492226
Ancient Lizard Warrior: 43230671
Ancient One of the Deep Forest: 14015067
Ancient Telescope: 17092736
Ancient Tool: 49587396
Ansatsu: 48365709
Anthrosaurus: 89904598
Antimagic Fragrance: 58921041
Anti Raigeki: 42364257
Appropriate: 48539234
Aqua Chorus: 95132338
Aqua Dragon: 86164529
Aqua Madoor: 85639257
Arlownay: 14708569
Armaill: 53153481
Arma Knight: 36151751
Armed Ninja: 09076207
Armored Glass: 36868108
Armored Lizard: 15480588
Armored Rat: 16246527
Armored Starfish: 17535588
Armored Zombie: 20277860
Axe of Despair: 40619825
Axe Raider: 48305365
Baby Dragon: 88819587
Backup Soldier: 36280194
Banisher of the Light: 61528025
Barox: 06840573
Barrel Dragon: 81480460
Barrel Lily: 67841515
Barrel Rock: 10476868
Basic Insect: 89091579
Battle Ox: 05053103
Battle Steer: 18246479
Battle Warrior: 55550921
Bean Soldier: 84990171
Beast Fangs: 46009906
Beastking of the Swamps: 99426834
Beautiful Headhuntress: 16899564
Beaver Warrior: 32452818
Behegon: 94022093
Bell of Destruction: 83555666
Beta the Magnet Warrior: 39256679
Bickuribox: 25655502
Big Eye: 16768387
Big Insect: 53606874
Big Shield Gardna: 65240384
Binding Chain: 08058240
Bio Plant: 07670542
Black Dragon Jungle King: 89832901
Black Illusion Ritual: 41426869
Blackland Fire Dragon: 87564352
Black Pendant: 65169794
Bladefly: 28470714
Blast Juggler: 70138455
Block Attack: 25880422
Blue-Eyed Silver Zombie: 35282433
Blue-Eyed Toon Dragon: 53183600
Blue-Eyed White Dragon: 89631139
Blue-Eyed White Dragon (Alternate): 80906030
Blue Medicine: 20871001
Blue-Winged Crown: 41396436
Boar Soldier: 21340051
Bolt Escargot: 12146024
Book of Secret Arts: 91595718
Bottom Dweller: 81386177
Bracchio-Raidus: 16507828
Breath of Light: 20101223
Bright Castle: 82878489
Burglar: 06297941
Burning Spear: 18937875
Buster Blader: 78193831
Call of the Dark: 78637313
Call of the Grave: 16970158
Call of the Haunted: 97077563
Candle of Fate: 47695416
Cannon Soldier: 11384280
Castle of Dark Illusions: 00062121
Castle Walls: 44209392
Catapult Turtle: 95727991
Ceasefire: 36468556
Celtic Guardian: 91152256
Ceremonial Bell: 20228463
Chain Destruction: 01248895

For More Yu-Gi-Oh! Worldwide Edition card passwords, check out the August issue of *Code Vault* magazine!

SCOOBY DOO: NIGHT OF 100 FRIGHTS

All Power-Ups and Unlock Credits


PAUSED
x16
CONTINUE
MAP
OPTIONS
QUIT GAME
CHOOSE



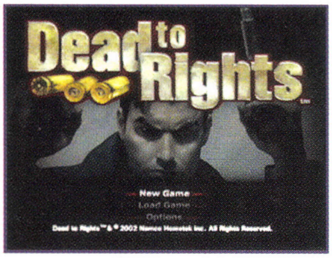
Pause the game, **simultaneously press and hold L and R**, and then enter the following codes to unlock the corresponding cheats. If you entered the code correctly, Shaggy will yell.

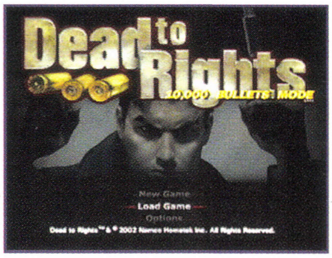
All Power-Ups: **Press X, B, X, B, X, B, B, B, X, X, B, X, X, X**.

Unlock Credits: **Press B, X, X, B, X, B**.

DEAD TO RIGHTS

10,000 Bullets, Chow Yun Jack, and More


Dead to Rights
New Game
Load Game
Options


Dead to Rights
10,000 BULLETS MODE
New Game
Load Game
Options

At the main menu, **simultaneously press and hold L and R**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

10,000 Bullets Mode: **Press Up, Left, Down, Right, X**.

All Disarms: **Press B, B, X, X, Right**.

Boomstick: **Press Right, X, X, X, B, A**.

Bulletproof: **Press Up, Up, Up, B, Down**.

Chow Yun Jack: **Press Y, X, Up, Up, Up**.

Gimme Some Sugar, Baby: **Press Left, Right, Left, X, B**.

Hard Boiled: **Press Y, B, Left, Left, X**.

Jack Off: **Press Y, Y, Up, Up, Y**.

Lazy: **Press Down, Left, Down, Y, Down**.

Level Select: **Press Down, Left, Down, Y, Down**.

One Hit Wonder: **Press Down, X, Left, Left, Left**.

One Shot Kill: **Press Y, X, X, X, Left**.

Precursor: **Press Up, Up, Down, Down, Up**.

Sharpshooter: **Press B, B, B, Down, Right**.

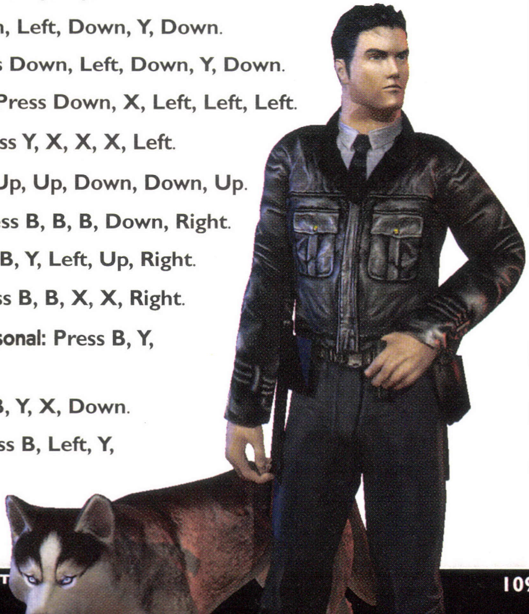
Super Cop: **Press B, Y, Left, Up, Right**.

Time To Pay: **Press B, B, X, X, Right**.

Up Close and Personal: **Press B, Y, X, Y, B**.

Woof!: **Press X, B, Y, X, Down**.

Wussy Mode: **Press B, Left, Y, Up, Down**.

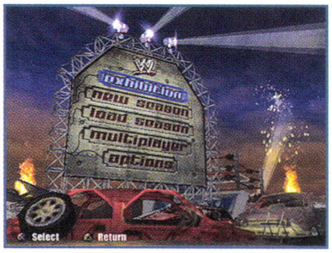


WWE CRUSH HOUR

Unlimited Turbos, Unlock Kevin Nash, and More

Special Meter Grows Faster: Pause the game, **press and hold L3, and then press △, ○, ○, ○, ○**. If you entered the code correctly, the cheat will take effect when you resume the game.

Unlimited Turbos: Pause the game, **press and hold L3, and then press ×, L1, R1, R2, △**. If you entered the code correctly, the cheat will take effect when you resume the game.


exhibition
new season
load season
multiplayer
options
Select
Return

Select Player 1 Superstar
Select
Return
handling
defense
strength
speed

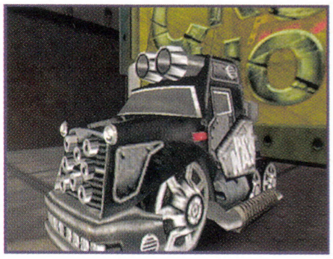
Unlock All Levels and Vehicles: At the main menu, **press □, L2, R2, ○, □, L1, L1, L2**. If you entered the code correctly, all levels and vehicles will be available when you begin a game.

Unlock Kevin Nash: At the character select screen, **press L2, □, R2, ○**. If you entered the code correctly, Kevin Nash will be available.

WWE CRUSH HOUR

Unlock Kevin Nash

? ? ?
handling
defense
strength
speed

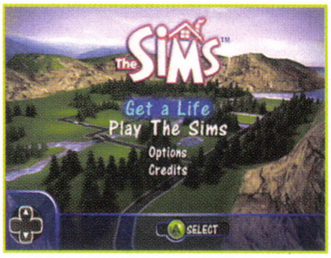


At the character select screen, **press L, X, Z, Y**. If you entered the code correctly, Kevin Nash will be available.

THE SIMS

All Objects Free, Party Motel Game, and More

The Sims
Enter Cheat
SIMS
A B C D E F Backspace
G H I J K L Space
M N O P Q R Clear
S T U V W X Done
Y Z
Credits
SELECT


The Sims
Get a Life
Play The Sims
Options
Credits
SELECT

At the main menu, **simultaneously press and hold L and R**. A cheat menu will appear. Enter the following codes at the Enter Cheat screen, and if done correctly, a message will appear.

Note: A "_" designates a blank space.

All Objects Free:	`FREEALL`
All Two-Player Games:	`MIDAS`
First Person View:	`FISH_EYE`
Party Motel Game:	`PARTY_M`
Play The Sims Mode Unlocked:	`SIMS`

EXCLUSIVE ACTION REPLAY CODES!

The following codes require ACTION REPLAY for the corresponding systems.

THE WORLDS BEST SELLING CHEAT CODE SYSTEM

FOR PS2
FOR GBA
FOR GAMECUBE
FOR XBOX
LATEST ACTION REPLAY X-BOX POWERSAVES AVAILABLE NOW AT
www.CODEJUNKIES.com

AVAILABLE NOW FROM ALL GOOD VIDEO GAME RETAILERS

PLAYSTATION 2

NBA STREET VOL 2

Master Code - Must Be on

	0E3C7DF21853E59E
	EEA447AABCE352BA
Max Reward Pts	DEB33FA6C19E7B82
All Rewards	DEB33FAEBBA89A82 DEB33FAABBA89A82 CEB33FB6BCA9AA82
All Trophies	FEB33FBEBCA99B92
Inf Creation Pts	CEB3284EBCA9C292

In-Game Cheats

WNBA Ball	CEB38F2EBCA99B84
Featherweight Ball	CEB38F32BCA99B84
Helium Ball	CEB38F32BCA99B87
Useless Hoverball	CEB38F32BCA99B8B
ABA Ball	CEB38F3EBCA99B85
Explosive Rims	CEB38F3ABCA99B84
Ball Trailers	CEB38FC6BCA99B84
No Display Bars	CEB38FD6BCA99B84
Small Player Mode	CEB38FDEBCA99B84
Big Head Mode	CEB38FDABCA99B85
Pinhead Mode	CEB38FDABCA99B84
All Quicks	CEB38FEEBCA99B85
No Power	CEB38FEABCA99B84
Super Power	CEB38FEABCA99B85
No Dunks	CEB38FF6BCA99B84
Super Dunks	CEB38FF6BCA99B85
Difficult 2-Pointers	CEB38FF2BCA99B84
Easy 2-Pointers	CEB38FF2BCA99B85
No Handle	CEB38EFEBCA99B84
Super Handle	CEB38EFEBCA99B85
No Blocks	CEB38EFABCA99B84
Super Blocks	CEB38EFABCA99B85
No Steals	CEB38E86BCA99B84
Super Steals	CEB38E86BCA99B85
No Gamebreaker/T-Pts	CEB38E96BCA99B84
Inf Turbo	CEB38E92BCA99B84
All Shots 1 Point	CEB38E9EBCA99B84
No Counters	CEB38EA6BCA99B84
Home Start W/5	DEB38EA2BCA99B88
Home Start W/10	DEB38EA2BCA99B8D
Home Start W/15	DEB38EA2BCA99B92
Home Start W/20	DEB38EA2BCA99B97
Away Start W/5	DEB38EAEBCA99B88
Away Start W/10	DEB38EAEBCA99B8D
Away Start W/15	DEB38EAEBCA99B92
Away Start W/20	DEB38EAEBCA99B97
Max Home Trick Pts	DEB38EAAC19E7B82
No Home Trick Pts	DEB38EAABCA99B83
Max Away Trick Pts	DEB38EB6C19E7B82
No Away Trick Pts	DEB38EB6BCA99B83

PLAYSTATION 2

NHL 2K3

Master Code - Must Be on

	0E3C7DF21853E59E
	EE4B9D02BCFCFC12
Home Score 0	CE45CACEBCA99B83
Home Score 20	CE45CACEBCA99B97
Away Score 0	CE45CACABCA99B83
Away Score 20	CE45CACABCA99B97
L1+L2 Home Wins	0E592BF8BCA99582
L1+L2 Home Wins	CE45CACEBCA99B97
L1+L2 Home Wins	0E592BF8BCA99582
L1+L2 Home Wins	CE45CACABCA99B83
R1+R2 Away Wins	0E592BF8BCA99082
R1+R2 Away Wins	CE45CACEBCA99B83
R1+R2 Away Wins	0E592BF8BCA99082
R1+R2 Away Wins	CE45CACABCA99B97

GAMECUBE

BURNOUT 2

Master Code - Must Be on

	P930-FPQA-5WDTD
	3513-7QZM-DPTYV
Infinite Boost	HM89-F5GK-0ZUVG
Infinite Boost	1V6Q-RYNK-MV9DX
Offensive Driving Complete	M7VA-QZ9W-XK1J4
Offensive Driving Complete	CK43-Q4MH-9NQWU
Unlock Pursuit Mode	JCK7-JT5N-6N0RT
Unlock Pursuit Mode	VXH2-VWKY-UTHWQ
Unlock All Cars/Races/Cheats	8GGB-9GAD-KG6QR
Unlock All Cars/Races/Cheats	EDQU-KYMG-QQ0P0
Unlock Face-Off Cheat	FG8K-ABBK-VAKRP
Unlock Face-Off Cheat	ZX69-M2AF-PY3ZR
Unlock Runaway Cheat	QXXJ-WXMG-YXMXV
Unlock Runaway Cheat	YMFU-5EXH-036PE
Unlock Invulnerable Cheat	VWT7-J136-7U384
Unlock Invulnerable Cheat	WJMA-J6CK-A50BG
Unlock Infinite Boost Cheat	VFZG-H1GU-ZQ27R
Unlock Infinite Boost Cheat	R69Y-85EB-9T7P3
Unlock Free Run Cheat	UYFZ-C83Q-6X2ZE
Unlock Free Run Cheat	496H-3T2J-A4BPH

GAMECUBE

IKARUGA

Master Code - Must Be on

	AQ9J-Z8YJ-A46K5
	BY6C-6Q4Z-QEV88
	RE7N-WV0K-16ABK
	GN4A-ETHF-UDW7U
Infinite Lives	HU7F-KTM1-D4XME
Infinite Lives	C92C-34BX-H837G
Infinite Homing Laser Energy	HH9B-694D-VB4JE
Infinite Homing Laser Energy	Z5GA-BQDZ-HTRQV
Max Combo	AQZR-02FQ-UPDQN
Max Combo	MCGG-F3K7-08A3B

GAME BOY ADVANCE

CASTLEVANIA: ARIA OF SORROW

Master Code - Must Be on

	33C92B7418DA8263
	7CDD4B33E0034760
Quick Level Up	E25C5C2BE97E4E73
Max Gold	B79DD4215017E94E
Infinite HP	18E9FD28619AC7AD
Infinite MP	0A2D70F61F853E39
Max HP	875290BE88D09E3A
Max MP	9745D8462D698989

VISIT www.CODEJUNKIES.com FOR ALL THE LATEST ACTION REPLAY CODES.

GAMEPRO
Nice shirt.
cafepress.com/gameprogear

GAMEPRO
www.gamepro.com

555 12th Street, Suite 1100,
Oakland, CA 94607-4022
Tel: 510/768-2700 • Fax: 510/768-2701

ADVERTISING
Advertising sales calls only, please.

Greg Fox	NATIONAL ADVERTISING SALES DIR.	gfox@gamepro.com
Ann-Marie Taylor	WESTERN ADVERTISING SALES DIR.	ataylor@gamepro.com
Steve Smith	WESTERN REGIONAL SALES MANAGER	ssmith@gamepro.com
John Gomez	ONLINE OPERATIONS MANAGER	jgomez@gamepro.com
Jasmin Davé	SALES ASSOCIATE	jdave@gamepro.com
Suzanne Lee	SALES ASSOCIATE	slee@gamepro.com

East Coast Office: Tel: 212/590-2506 • Fax: 212/590-2508

Chris Kobran	EASTERN ADVERTISING SALES DIR.	ckobran@gamepro.com
Scott Harris	EASTERN ASSOCIATE ACCOUNT EXEC.	sharris@gamepro.com

MARKETING/PROMOTIONS

Sherry Pedrin	MARKETING MANAGER	spedrin@gamepro.com
David McCaman	MARKETING ASSOCIATE	dmccaman@gamepro.com

LIST RENTALS
American List Counsel Tel: 800/252-5478 • Fax: 609/580-2864

MARKETING REPRINTS

Natale Russo	SR. CIRCULATION OPERATIONS MGR.	nrusso@gamepro.com

BACK-ISSUE COPIES

Annalisa G. Williams	CIRCULATION COORDINATOR	awilliams@gamepro.com

SUBSCRIPTION QUESTIONS
P.O. Box 37579 • Boone, IA 50037-0579 • 510/768-2767
Or click on the Customer Service link at GamePro.com

NEXT ISSUE!

September 2003 on sale August 5

Metal Gear Solid!

The latest info on two upcoming Solid Snake adventures:

Snake Eater PS2
The Twin Snakes GameCube

Also...
- **Brute Force** Xbox
- **Mario & Luigi** GBA
- **Viewtiful Joe** GameCube
- **Midtown Madness 3** Xbox
- **Virtua Fighter 4: Evolution** PS2
- **Soul Calibur II** PS2, Xbox, GameCube
- **The Simpsons Hit & Run** PS2, Xbox, GameCube
- **Lara Croft Tomb Raider: The Angel of Darkness** PS2

NEW & TESTED GAME CODES! AND MORE!

INDEX OF ADVERTISERS

This index is provided as an additional service. The publisher does not assume liability for errors, omissions, or additions due to last-minute changes or other contingencies.

Academy of Art College 65
ACADEMYART.EDU

Activision, Inc. 11
ACTIVISION.COM

Best Buy 93
BESTBUY.COM

Capcom 15, 57, 64B, 64C, 75
CAPCOM.COM

Datel 86, 87, 110
CODEJUNKIES.COM

Eidos Interactive 12, 13
EIDOS.COM

Electronic Arts 26, 27, 45
EA.COM

FUNimation Productions, Ltd.. 85
FUNIMATION.COM

Intec, Inc.. 79
INTECLINK.COM

J.C. Penney . . . . 112, 3rd Cover
WWW1.JCPENNEY.COM

MAD 99
MADMAG.COM

Microsoft Xbox 7, 63
MICROSOFT.COM

Midway Games 4, 5, 17
MIDWAY.COM

Milk Advisory Board 19
GOTMILK.COM

Nintendo of America, Inc.. . . . . 9, 21, 51
NINTENDO.COM

Sega of America . . . . . . 47, 48, 49, 4th Cover
SEGA.COM

Sony Computer
Entertainment America, Inc.. . . . . 2nd Cover, 1
SONY.COM

Take 2 Interactive 31, 73
ROCKSTARGAMES.COM

THQ, Inc. 36, 37, 70, 71
THQ.COM

U.S. Navy. 81
NAVY.MIL

Ubi Soft Entertainment 2, 3
UBISOFT.COM

Uniden. 25
UNIDEN.COM

University of Advancing Technology 67
UAT.EDU

Vivendi Universal Games 23, 64A, 77
VUGAMES.COM

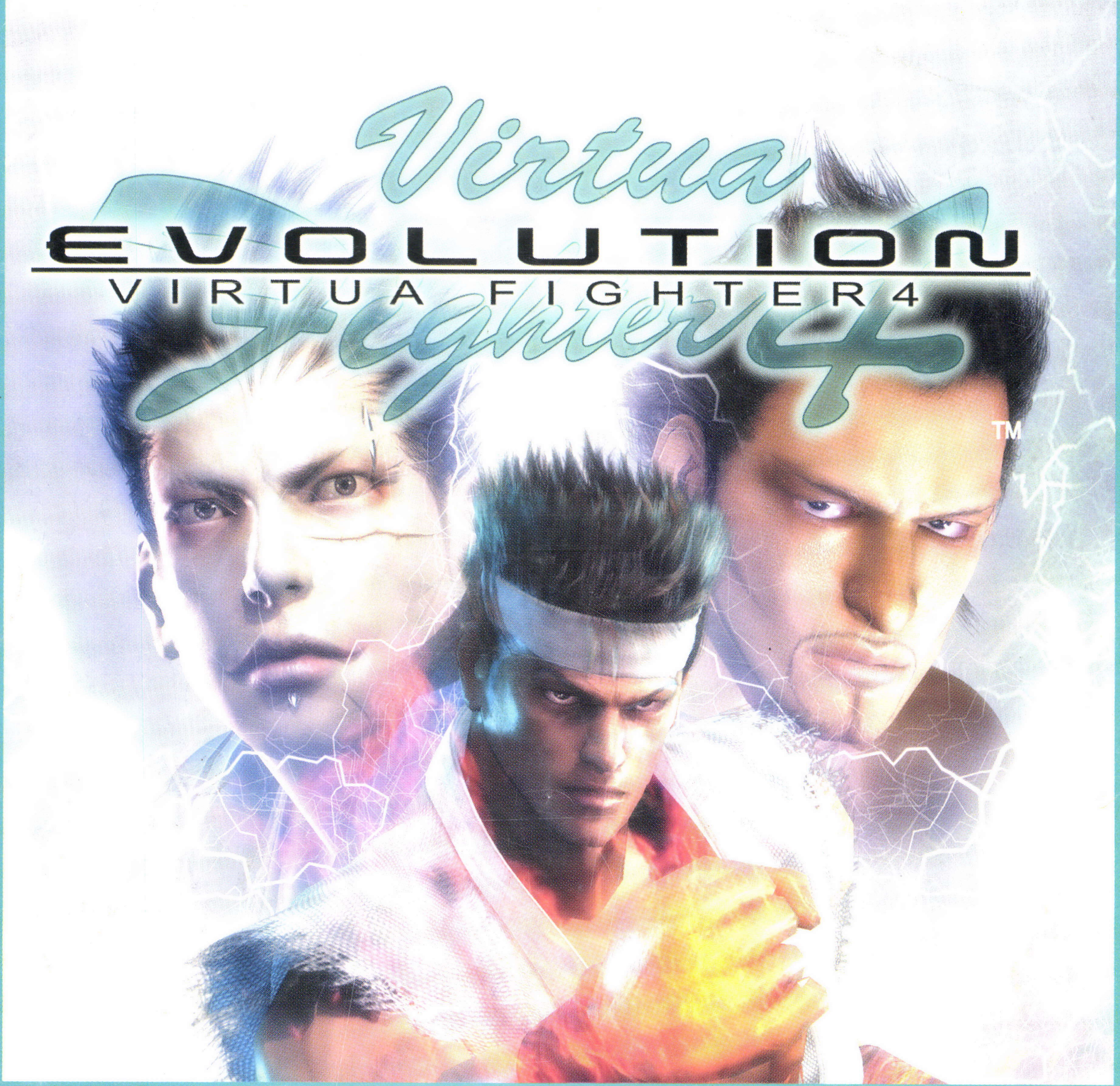
Wal-Mart. 54, 55
WALMART.COM

Volume 15, #8; August Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by IDG Communications, Inc., 555 12th Street, Suite 1100, Oakland, CA 94607; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at Oakland, CA, and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P.O. Box 37579, Boone, IA 50037-0579. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 37579, Boone, IA 50037-0579. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $12 for Canadian delivery or $25 for foreign air delivery. Canadian GST# 131 304 347. Agreement number 302228 assigned by Canada Post.

PLAZA
CIENDA Y
TINA

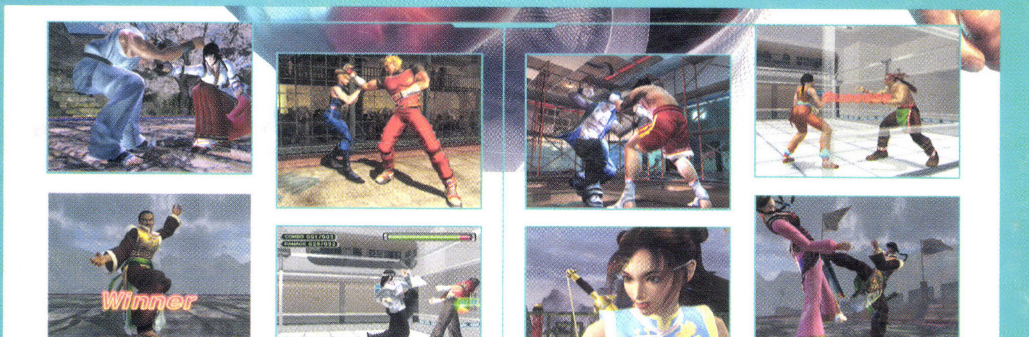
©JCP Media LP, 2003. ALL RIGHTS RESERVED.

COLD SODA
CUIDADO:
THE ORIGINAL
ARIZONA
JEAN COMPANY®
AVAILABLE AT JCPENNEY



Virtua Fighter 4
EVOLUTION
VIRTUA FIGHTER4
™

THE BEATDOWN EVOLVED



SEGA

SEGA-AM2 Co.,LTD.

PlayStation.2

TEEN
T
CONTENT RATED BY ESRB

Suggestive Themes
Violence

Original Game © SEGA © SEGA-AM2/SEGA, 2001, 2003. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association.